

OVER 3,001 CODES, TIPS AND TRICKS



UPDATE:
ENTER
THE MATRIX

GAMENOW



EXCLUSIVE
HANDS-ON

LARA CROFT

TOMB RAIDER

the angel of darkness

THE REAL SCOOP:

WHAT THE OTHER MAGS
DIDN'T TELL YOU

PLUS: TR2 MOVIE UPDATE
ANGELINA JOLIE INTERVIEW



Pokémon

GAME BOY
ADVANCE
SECRETS

SPECIAL REPORT

THREE DAYS IN
TOKYO
GAMER HEAVEN

INDIANA JONES
AND THE
TEMPLE OF THE
CRUCIFIED GOD

WHIP THE
TOUGHEST
PUZZLES

HIGH HEAT
Major League Baseball
2004

PLUS: BASEBALL
STRATEGY
ROUNDUP

Castlevania
for Aria of Sorrow

DRACULA
BACK FROM
THE GRAVE



Page 14

VOL. 3 **#19**
ZIFF DAVIS
May 2003
\$4.99/\$6.99 Canada
KOD
1-866-90-0441
Display Until May 19

WWW.GAMENOWMAG.COM



LIVE IN YOUR WORLD.
PLAY IN MINE.

Dodgeball

Just one of seven games you can play online with *My Street*.

My Street™ is overrun with punks. Tearing up backyards with RC race cars. Dominating the beach with games of volleyball. And you've already seen what they do with dodgeballs. Create your own character and beat these bullies at their own game. Forget all about sportsmanship, and *My Street* could be all yours.





PlayStation 2

www.us.playstation.com



Comic Mischief

"PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. "Live In Your World... Play In Ours" is a trademark of Sony Computer Entertainment America Inc. My Street is a trademark of Sony Computer Entertainment America Inc. ©2003 Sony Computer Entertainment America Inc. Designed and developed by Idol Minds. The "Online" icon is a trademark of Sony Computer Entertainment America Inc. Online play requires Internet connection and Network Adaptor for PlayStation 2 (sold separately).

CONTENTS

Issue 19 • May 2003

14 | Color Quest



<http://tsugumo.swoo.net/>

A big thanks goes out to Jeff Mangrum for all the pixel art he created in this issue. Check out his website!

GAMENOW

6 EDITOR'S NOTE

8 RANTS & RAVES

14 GAMENOW GALLERY

Color Quest

16 NEWS NOW

20 MAY HOT 10

- 20 Castlevania: Aria of Sorrow
- 22 Return to Castle Wolfenstein: Tides of War
- 24 Enter the Matrix
- 28 Grand Theft Auto: Vice City
- 29 The Hulk
- 30 Sonic Adventure DX
- 31 RTX Red Rock
- 32 Savage
- 33 Lost Kingdoms II
- 34 Color Quest

36 NOW PLAYING

- 36 Top 10 Lists & Game of the Month
- 37 Golden Sun: The Lost Age
- 37 Yu-Gi-Oh! Dungeon Dice Monsters
- 39 Pokémon: Ruby Version/Sapphire Version
- 40 Sega Arcade Collection
- 40 Sonic Adventure 2
- 41 Crazy Taxi: Catch a Ride
- 41 Army Men: Sarge's War
- 42 Ikaruga
- 43 Battlefield 1942: The Road to Rome
- 44 Freelancer
- 45 Inuyasha: A Feudal Fairy Tale
- 45 Pinobee
- 46 Clock Tower 3
- 47 Splinter Cell
- 48 Dynasty Warriors 4
- 48 The King of Route 66
- 49 Amplitude
- 49 World Series Baseball 2K3
- 50 MVP Baseball 2003
- 50 MLB Slugfest 20-04
- 51 High Heat: Major League Baseball 2004/NBA Street Vol. 2
- 52 Too Fast: Fict of the Lotus
- 52 UFC Tapout 2

54 FEATURES

- 54 Readers' Choice Awards
- 58 Tomb Raider: The Angel of Darkness - The Real Story
- 66 Japan Yourself!

70 STRATEGY NOW

- 70 Pokémon Ruby & Sapphire
- 76 Indiana Jones and the Emperor's Tomb
- 84 Play Ball!

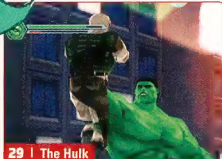
89 TRICKS NOW

104 FAN CLUB

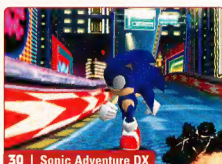
109 NEXT MONTH



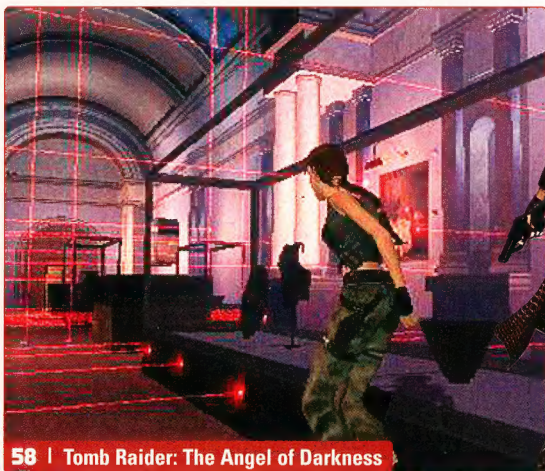
20 | Castlevania: Aria of Sorrow



29 | The Hulk



30 | Sonic Adventure DX



58 | Tomb Raider: The Angel of Darkness



24 | Enter the Matrix



84 | Play Ball!



76 | Indiana Jones



70 | Pokémon Ruby & Sapphire



42 | Ikaruga

GAME OF THE MONTH

HIGH
ENERGY
PUZZLE
PERFECTION



PUZZLE FIGHTER II

"Hours of addictive fun!"
— Game Pro

The greatest puzzle game of all time is back! *Super Puzzle Fighter II* is chock full of ferocious competition, pint-sized characters and non-stop high-energy insanity! Stack the falling colored gems in strategic combinations. When the time is right, use a burst gem to shatter your blocks and watch your character demolish your opponent! Be the first to fill the other's screen with gems and K.O.!...you win!



Mild Violence

GAME BOY ADVANCE

CAPCOM
capcom.com



EDITOR'S NOTE

Why are games late?

I get pretty miffed when certain games slip month after month, mainly because I'm impatient and want to play them now. Besides, games that miss their dates wreck havoc on *GameNOW's* preview format. Poor Ethan has to work especially hard to make sure all the games in May's Hot 10 are actually shipping in May, Ugh.

So, why are some games late? I think the top two reasons are: 1) Publishers announce games and ship dates sooner than they should, and 2) design teams bite off more than they can chew.

It's easy to say companies should wait until they know for certain when a game will ship before making announcements. But that's a slippery slope: Publishers count on building a game's buzz, so the earlier they can announce it, the better. And design teams often truly believe they can hit their dates. Poor planning?

Overoptimism? Pressure from the company suits? Probably some of each. You and I know the consequences of games being late: We stop caring. And then any momentum the game had is squelched because of poor timing.

Tomb Raider is the latest of the late. It was originally scheduled to ship last fall, then in February, and then...? Even we're not sure anymore—and we've played it! But we still care. Check out Ethan's look at *Lara & Co.* on page 58.

You're Late!



READERS' CHOICE

Thanks to the thousands of you who voted on your fave games of 2002. Carrie had such a fun time recording the results, didn't you Carrie? Oh, that's right—she's not speaking to me. But you, noble readers, did speak. Find out what you had to say on page 54.

Until next month, —Tom

MEET THE EDITORS



TOM BYRON

Editor-in-Chief
Tom has been playing the hack out of *Golden Sun*, because he really loves the GBA SP—that light makes ALL the difference. Why didn't Nintendo do this 10 years ago? Could have, the mooks



CARRIE SHEPHERD

Managing Editor
Carrie had the best time ever counting all the Readers' Choice ballots that came in. Counting is her specialty! That's why she went into JOURNALISM, because of all the MATH involved.



PHIL THEOBALD

Reviews Editor
Now that Phil's been on CNN for *GameNOW*, he's looking to break into film. Here he is talking to a big-time movie star about starring in an upcoming movie.



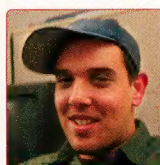
ETHAN EINHORN

Editor
Ethan's revved up for E3, where his biggest questions will finally be answered: Will *FFXI* come out in the U.S.? What are Rare's new Xbox games gonna look like? And most important: Will *Angel of Darkness* be delayed yet again?



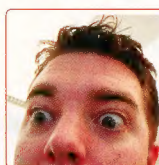
SUSHI-X

Editor
Was Sushi-X in Japan this month? Well, all we know for sure was that he dropped some knowledge in our feature (see page 66), but he might just have been there before. Do you have any photographic evidence?



MIGUEL LOPEZ

Strategy Editor
If there's one thing you can count on Miguel for, it's that he'll suppress your pain like aspirin. He's also got your back, but reminds you that you'd best watch your front.



ANDREW BURWELL

Senior Art Director
Andrew's overwhelmed with PC games right now. Between *C&C: Generals* and *Freelancer*, his consoles are getting no love. The *Splinter Cell* update that just came out on Xbox Live might be enough to bring him back.



NICOLE TANNER

Associate Art Director
All this Lara talk has made Nicole sick. Lara Schmar! Nicole could take on the tomb raider any time, place. And all of Nicole's "features" are 100 percent real, if you know what we mean.



Chairman and CEO
Robert F. Callahan

COO and CFO
Bart W. Catalane

Senior Executive Vice President, Publishing Operations
Tom McGrade

Executive Vice President
Stephen D. Moylan

Executive Vice President and Editorial Director
Michael J. Miller

Executive Vice President, General Counsel and Secretary
Gregory Barton

Senior Vice President (Technology and Sales Operations)
Jasmine Alexander

Senior Vice President (Finance)
Derek Irwin

Senior Vice President (Circulation)
Charles Mast

Senior Vice President (Publishing Director, Baseline)
Sloan Seymour

Senior Vice President (Game Group)
Dale Strang

Senior Vice President (Internet)
Jason Young

Vice President (Corporate Sales)
Ken Beach

Vice President (Publisher, PC Magazine)
Tim Castelli

Vice President (Integrated Media)
Charles Lee

Vice President (Corporate Communications)
Aimee D. Levine

Vice President (Editor-in-Chief, Internet)
Jim Louderback

Vice President (Editor-in-Chief, eWEEK)
Eric Lundquist

Vice President (Editorial Development)
Bill Macbrone

Vice President (Controller)
David Mullen

Vice President (Human Resources)
Beth Repeta

Vice President (Editor-in-Chief, Baseline)
Tom Steintner-Threlkeld

Vice President (Internet Audience Development)
Stephen Sutton

Vice President (Publisher, CIO Insight)
Stephen Veith

Senior Director, Manufacturing
Carlos Lugo

Director, International
Christin Lawson

Contact anyone on this messiah via e-mail using:
firstname_lastname@ziffdavis.com

LIGHTS.....CAMERA.....ATTACK!!!

Kung Fu CHAOS™ Face Full of Fists!

"There's action! There's suspense! There's no MSG!"

— Chad



— Brian

"Imagine a movie where every scene is a fight scene. Now imagine that movie is a video game that you don't have to imagine because it's real and not imaginary."

— Drew



DIRECTED BY SHAO TING

In a world where violence and celebrity go hand in hand, one video game beautifully glorifies both. *Kung Fu Chaos* is the story of director Shao Ting's mad obsession to assemble top 70's martial artists — throw them onto movie sets and have them beat the duck sauce out of each other. With 21 big-budget locations, 8 hot-tempered actors and a cameo by a mystery master, it's never the same movie — er, game twice.



Blood
Mature Humor
Mild language
Violence

Microsoft
game studios™

Just Add
MONSTERS™

ONLY ON
XBOX

www.xbox.com
www.kungfuchaos.com

©2003 Microsoft Corporation. All rights reserved. Microsoft, Xbox, the Xbox logo, and Kung Fu Chaos are either registered trademarks or trademarks of Microsoft Corporation in the United States and/or other countries. Other products and company names mentioned herein may be trademarks of their respective owners. This is a parody of a typical 1970's movie poster. The ad does not intentionally represent any specific movies, establishment, or any individual living or deceased. Additionally, the reviews are fictitious, and any perceived connection to an actual movie review is purely coincidental.



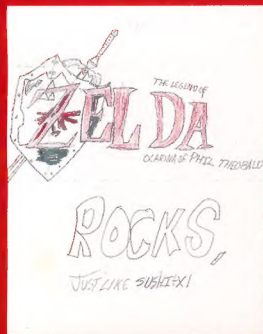


RANTS & RAVES

Lonely editors seek validation. We love mail!

GAMENOW

LETTER OF THE MONTH



O&A

On my *Animal Crossing* file (Namek with Gokul), how come the houses are different colors? At first I thought there were only pink and blue houses, but today I saw that Aziz the Lion has a gold house! Plus, my friend Steven and I argue over whether the "Melee" in *Super Smash Bros.* *Melee* is pronounced "Maylay" or "Meelee." I think it is pronounced "Maylay." And in Issue #17, Micky says the name changed to *GameNOW*, so what was your old name?

P.S.: Carrie, just to tell you, I HATE ALL MONKEYS. Keep the zings coming.

Jacob Royal
Cummington, GA

Pink and gold houses? Maybe you need to adjust the color on your TV. On *Animal Crossing*'s map screen, you'll notice that houses above your town's cliff are blue, and those below the cliff are purple. It's just a visual clue as to the elevation of the houses. And haven't you and Steven heard of a thing called a dictionary? Not only does this wonderful book provide correct spellings and definitions of words, it also has a pronunciation key. Here's a cool thing: Go to www.m-w.com, type in "melee," and hit the megaphone icon. If your computer has sound, you'll hear the pronunciation! (Actually, only Steven needs to do this—because he's wrong.) Finally, *GameNOW* was formerly *Expert Gamer*. And before that, it was *EGM2*. Now, we have a question for YOU: How did you know Phil had an ocarina?

BANJO-KA-BLOOIE

I hoped it wouldn't come to this. I just picked up the March 2003 issue of *GameNOW* and found a decently accurate ranking of the best Mario games, past and present. The list isn't my complaint—it's the cheap remark stating the inferiority of *Banjo-Kazooie* to Mario 64. What are you thinking?!



Banjo-Kazooie was absolutely amazing, and way more amazing AND fun and rewarding than *Mario 64*. Don't get me wrong, *Mario 64* is a great game, but it's time to face reality, people. Rare pulled off a far better game when it made *Banjo-Kazooie*. It's time to think beyond the popularity of franchise characters like Mario and accept games for what they are.

Bob Rutan
Auburn, NY

Oh yeah, the game that introduced the world to Rare's ultratiduous scavenger-hunt style of gameplay is better than one of the best action/platformers ever made. Right. Seriously, did you have fun running through the same levels about a thousand times, trying to find all the Mumbos, Jingos, Flizzies, Flobbles, and Glip-A-Dee-Doos? At least when you repeated a stage in *Mario 64*, you explored new areas and pulled off new techniques to reach a goal. It wasn't just a matter of, "Duh-huh! Now we gotta find all of the Bleeple-Weeples!" And don't even get us started on what lame characters Banjo and Kazooie are. Puh-lease. Give us good ol' Mario any day. Him and his game, that is—you know, fun and not just prettier.

SOCOM OBSESSION

I was wondering what you thought about that game *SOCOM: U.S. Navy SEALs*. I also want a response about what the others think about it, because I've read so many reviews from so many of your magazines and I've never seen anyone say anything about *SOCOM*. Someone told me that the letters were actually written by the writers of the magazine and that no one would ever get their letter in a magazine. I just want a response to this e-mail. Oh, I have an extra question: Wasn't the *SOCOM* a gun in *Metal Gear Solid 1* and 2? Well, I gotta stop the letter here, and I hope that maybe it will be published in one of your magazines.

David Kast
maniacman2030@yahoo.com

First off, you must have missed our review of *SOCOM* back in *GN* #11. Were you living in a cave last fall? There was a lot of buzz about the game. We gave it an A. Second, our letters really are from real people. We just couldn't make up some of the stuff you guys come up with. And yes, *SOCOM*—military lingo for Special Operations Command—was part of a weapon name in *Metal Gear Solid*.

THREE QUESTIONS

I have three questions. My first is, your magazine rocks. Second, is Konami coming out with any more games for Yu-Gi-Oh? My final is on *Dead Or Alive: Xtreme Beach Volleyball*: My uncle says there is a nude

code. Is there? If so, please post it. Thanks.
Name withheld
mdrr@c2l2.com

First: "Your magazine rocks" is not a question. It's what we English speakers call a declarative sentence; it's not asking anything. Second, you can bet that as long as people keep buying them, Konami will keep churning out *Yu-Gi-Oh!* games. Konami, you see, likes money. The latest announced was *Yu-Gi-Oh! Worldwide Edition: Stairway to the Destined Duel* for Game Boy Advance, which should be out on April 15. Third, we've been sworn to secrecy regarding any nude codes.

GRAPHICS: OVERRATED?

One thing you see with today's games is that most of them have extremely detailed graphics, sound, etc. Of course, the games can be very entertaining, but sometimes they aren't as long as you want them to be, and I think some people pay too much attention to graphics. Something I would like to see is a game with 16-bit graphics, like on SNES, that's on a disc like on GC, PS2, and Xbox. That way, the graphics don't take up so much room on a disc, and there is room for plenty of other stuff, like more story line, speech, or whatever. Let's say there were two *Zelda* games—one has amazing graphics and sound and the other has SNES-style graphics but is extremely long. Which game would you guys choose?

Kyle Victor
kyledx@hotmail.com

We'd choose whichever game was more FUN. When you get right down to it, it doesn't matter how great the graphics or sound are—or how long the game is—if it's not fun to play. And anyway, Kyle, today's DVDs have plenty of room for great sound, graphics, and everything else.



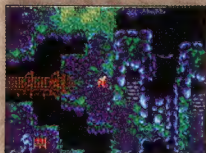
REMASTERED EDITIONS

FINAL FANTASY. ORIGINS

FINAL FANTASY. & FINAL FANTASY. II

EXPERIENCE THE FIRST TWO GAMES IN THE WORLD-FAMOUS FINAL FANTASY. SERIES

Two complete, classic games in one exclusive package. Two amazing stories with dozens of hours of gameplay each, plus all-new enhanced graphics and bonus features. Two incredible adventures at one low price.



SQUARE SOFT
SQUARE ENIX U.S.A., INC.
www.playonline.com



Violence

©2003 SQUARE ENIX CO., LTD. All Rights Reserved. ILLUSTRATION:
"1987, 1988 YOSHITAKA AMANO. FINAL FANTASY and the
SQUARE SOFT logo are registered trademarks of Square Enix Co., Ltd.
FINAL FANTASY ORIGINS is a trademark of Square Enix Co., Ltd.
PlayStation and the PlayStation logo are registered trademarks of
Sony Computer Entertainment Inc. The ratings icon is a trademark of
the Interactive Digital Software Association.

MARIO MIX-UP?

Now, I know you guys have always been committed to giving people the best and most accurate information. Ever since you were *EGM2* and then *Expert Gamer*, you have always given perfectly accurate information. But in your most recent issue (#17, March), in the Top 10 Mario-Centric Games section, you have made a gross oversight that fills me with rage against the human race. No. 2 is *Super Mario World*, which says, "You can't go wrong with the game that introduced the world to Yoshi." Contrary to popular belief, this game DID NOT introduce the world to Yoshi. It was for NES, and you played as Mario. You had to manipulate columns of goombas and koopas, and if you made an egg, a Yoshi hatched out of it.... So yeah.

Noah Rabinovitch

noahrabinovitch@hotmail.com

Well, Noah, contrary to popular belief, you really ARE a bonehead. Everyone knows that Yoshi debuted in *Super Mario World*. That was one of the game's big selling points. Need a little more evidence? *Super Mario World* for Super NES was first released in Japan in November 1990. That game, of course, featured Yoshi. The game we know as Yoshi (it's called *Yoshi no Tamago* or *Yoshi's Egg* in Japan, and *Mario & Yoshi* in Europe) first came out in Japan for Famicom (the Japanese NES) and Game Boy more than a year later, in December 1991. Need even more proof? Check out the screenshots (above right) of the two games' title screens. See the copyright dates on each shot? The first date is when the game came out in Japan, and the second date is the U.S. release date. See how *Super Mario World's* release date is a year before *Yoshi's*? Are you getting this? Are you putting two and two together? *Yoshi* debuted in *Super Mario World*... So yeah.

EGOCENTRIC MUCH?

How come the Letter Art winner always references your



mag? Like in Issue #15, the winner is a picture of the Golden Gate Bridge with the caption "GameNOW San Francisco." Another is in Issue #9, where the winner is a picture of former Editor-in-Chief Dan Leahy. And another thing: Here is a message for those of you who think *GameNOW* is too short. If it didn't have enough pages, then why did you pay for it?

P.S. What if Peach kicked Mario in the crotch and he could never enlarge by eating mushrooms?

Bryan Zuber
Address withheld

Umm, that's just two issues out of 19, so that hardly qualifies as "always." All we can say is that we pick the art that most appeals to us. We can't help it if some of our readers inject some *GameNOW* logos or whatnot into their creations.

VICE CITY TIP

When I read your strategy for *Grand Theft Auto: Vice City*, I noticed you forgot to mention something I found very useful for getting into the air base.

Before you go there, stop by the police station near the Malibu Club and get the police uniform that's in the locker room. Then go to the air base. As long as you are wearing the police uniform and don't have any Wanted stars, you will be able to get into the base without anyone shooting at you. I just thought you and your readers would want to know this. Also, your mag rules. I've been reading it since August 1999, and it's the best mag out there.

Daniel G.

Leagolas22@cs.com

Thanks!

STRATEGIES: MORE BEEF PLEASE

First of all, your mag rocks!!! It's the only magazine I subscribe to, and I'm loving it. I have been subscribing for three years now, and I have seen it go from *Expert Gamer* to *GameNOW*. I love all your previews and reviews, but the strategies in *GameNOW* look as though they have been cut down in size. In *Expert Gamer*, your strategies were totally mind-blowing, with tons of detailed maps and expert strategies. You started getting your edge in the issue with the 12-page *GTA: Vice City* blowout. But in that same issue, you also included three strategies that were only three pages long—meaning one page per game! Why is it that you focus much more on reviews and previews than on strategies?

Simon
Busteduprims1011@aol.com

Wait a minute, Simon. We're already devoting more than half of our pages to strategies and tricks, and to do more than that would mean cutting out the previews and reviews you say you love. Then you'd write and complain about THAT. But never fear: In the future, we'll have more blowouts along the lines of the *Vice City* guide (did you see our *Wind Waker* guide last month by the same venerable team of Jim Mazurek and Mike Vallas?), so stay tuned.

Odd Ball Letter

of the Month

LITTLE LINK HATER

How dare you criticize serious RPG gamers for disliking *Zelda* on GameCube! First, Link's new look makes him look like a stupid bobbing-head doll at a cheap novelty store. Second, the graphics are too cheesy for that system—it doesn't show any justice to its N64 cousin. Third, he's an only child, for crying out loud! Fourth, that sick joke about featuring him in *Soul Calibur II* really blows! Fifth, whoever wrote March's "Hot or Not" needs to get his eyes checked, because *The Legend of Zelda: The Wind Waker* should be in the Not area and the Little Link Haters should be in the Hot area.

Finally, serious RPG gamers who took advantage of the offer to reserve *The Wind Waker* did it just so they could get *Ocarina of Time*. They probably mailed *Wind Waker* back to Nintendo with a note saying:

Take this stupid game and shove it!
Skye Beltz
Philadelphia, PA

Skye, Skye. Less with the hate and more with the love. If you can't handle a graphical change to Link, you're gonna miss out on one of the best games of 2003. Trust us.

And if you think the news that Link will appear in *Soul Calibur II* is a sick joke, why not check on Namco's website:

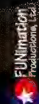
www.namco.com/games/soulcalibur2.html? Since you like Link's *Ocarina* of Time look, you should be happy you'll get to see it again in a new game. What's your problem? Can't you accept Link in any game except *Ocarina of Time*? Are you going to get *Ocarina of Time* for GameCube so you can just keep playing *Ocarina of Time* forever, ignoring a brand-new critically acclaimed game? I mean, we love *Ocarina*, too, but you seem a little insane to us.



Reader Taylor Burney showed some *GameNOW* love back in our January issue—and won first place in our Letter Art contest. Hmmm... coincidence?



GAME BOY ADVANCE



Dragon Ball Z: The Legacy of Goku II is a trademark of the publisher, Funimation Productions, Ltd. All rights reserved. © 2003 Funimation Productions, Ltd. All rights reserved.

Dragon Ball Z



HOW DRAC IS IT TO YOU? Time to feed the need. That's the legacy of Goku's World War III in Trunks' Saga through the Cell Games. With five playable characters and over 100 game maps to explore. June 2003. Pre-order now.



DRAGON BALL Z
THE LEGACY OF
GOKU II

GAMENOW

MESSAGE BOARDS

WHAT'S YOUR FAVORITE VIDEOGAME SONG EVER?

Solid_Dave
Posted On 02/17/03
"One Winged Angel" —Final Fantasy 7
The theme from MGS2
"Eyes On Me" —Final Fantasy 8

Floyd the Hippo
Posted On 02/17/03
I liked the opening song in: *FFX* and *Otherworld* (the rock song when you fight Braska's final aeon...)

dot_midi
Posted On 02/17/03
The intro for *Dead or Alive 2*

MattGNO
Posted On 02/17/03
I just died in your arms tonight! It must have been: something ya said! 'cause I just died in your arms tonight, whoaaaa...

"I Just Died In Your Arms"
The Cutting Crew
GTA: Vice City

eVIL StRiFe2
Posted On 02/18/03
"Birthday Cake" on *JSHF*
By: Cibo Matto

schickler
Posted On 02/18/03
Any of the *Legend of Zelda* songs are awesome. I also enjoyed the "Concept of Love" on *Jet Set Radio Future*.

dragontron
Posted On 02/18/03
The theme song to *MGS2* and the poo-song from *Conker's Bad Fur Day*.

AbeTheMudokon
Posted On 02/18/03
The *Mario Bros.* theme.

XXZero
Posted On 02/18/03
It's not a song, but I like Kefka's laugh in *FF3*.

petrie9
Posted On 02/18/03
I like all the music from *SOCOM*. I still hum these songs every day. I can't get 'em out of my head...

Solid Dave
Posted On 02/21/03
The song during the credits when you beat "Dead Man Whispers" on *MGS2: Substance*.

Meleeman13
Posted On 02/21/03
I like the music from *Super Smash Bros. Melee*. Mmmmmmmmm...classic Nintendo.

Be a part of the action and voice your opinion at www.gamenowmag.com.

HATES GATES

Perhaps the people on your staff are unbiased, but I am not. I'll just come out and say it: I loathe the Xbox. I wish Bill Gates had never tried to fatten his pockets by extending his reach into the videogame console area. Now, you may wonder when my rage was incarnated. Well, I don't remember the date exactly; all I know is that I was eagerly awaiting the arrival of *Shenmue II* for Dreamcast. I was glad *Expert Gamer* reassured me that *Shenmue II* was coming out for Dreamcast in just a few months. Then the unthinkable

happened—it didn't come out in the United States, due to the evil tyrant Bill Gates. So, let's get down to my question: I was wondering if there was any chance of *Shenmue II* coming out for the PS2 or the GameCube, because I own both systems and there is no chance in hell I will ever purchase an Xbox. And now, on to all the stereotypical writings of my fellow readers: "Your mag rocks," "Bring Aeri back to life," blah blah blah.

P.S. Sorry about going off on Bill Gates and Xbox—he just really pissed me off. Also, your magazine is well written

Steve Ayala
Fresno, CA

- A) Did Phil's goats go on a rampage and decimate an entire month's work?
B) Having Phil signed on way back when... =)?
C) The fact that quality workers were fired instead of Phil ^.^?
D) All of the above?
E) Me sending you this e-mail? or
F) None of the above?

Keep up the good work, guys (with the exception of Phil, who still don't know jack about *Paper Mario* if he thinks the Goomba thing is better than the paratrooper), and YOUR MAG ROCKS! Well, it actually kicks major azz. If you skip over Phil's reviews, that is (Phil, I don't really hate you—I just want to make fun of you because I can, and I hate goats. Now burn me, all you editors! I welcome it!)

Justin Dark
justyndark@webtv.net

Hmm...as a magazine, the worst thing so far was when Phil and Ethan landed in San Francisco and found out they, with Carrie and Andrew, had two weeks to build issue #13 from scratch—with no editor-in-chief. That was fun. Since then, it's been smooth sailing. Sort of.

Oh...and Phil knows plenty about *Paper Mario*. The *Paper Mario* strategy guide you're referring to was written by one of the "quality workers" who's no longer here, not by Phil.

WORST THING EVER

What's the worst thing that's ever happened to you guys?

SEEKING SATISFACTION

First, let me say you've got a great magazine—none of that fluff, just games. Anyway, my friend and I have been playing games since we were about 3 years old. I've been playing a lot of games, and I haven't been satisfied. My friend and I have been beating games within three to four days max (except *Final Fantasy X* and *Grand Theft Auto III*). I was wondering if you guys could give me a list of the hardest games you've played, so I can work on them.

P.S. I've got an SNES, Sega Genesis, N64, PS1, and PS2, and I am getting either an Xbox or a GameCube, depending on which has better games.

Scott "Cheo" Chacon
Astoria, OR

How about *Ghost Recon* on Elite difficulty (for GC, PS2, Xbox)? For PS2, try *Shinobi* and *Contra: Shattered Soldier*. If you get an Xbox, try *Halo* on Legendary. If you get a GameCube, try collecting all 120 shines in *Super Mario Sunshine*. But here's our best advice: Get online and play other people. It's way harder than beating your way through the levels of a single-player game.



YOU TELL US

What's the hardest game you've ever played? Let us know at Game_Now@ziffdavis.com

DORK TALK

I am 12, and I think your mag rocks. The only reason I found your mag is because I was walking around Barnes and Noble and I saw it, and I thought it was the best mag out of all of them. I'm a big *Star Wars* fan, and I think you make a *Star Wars* corner. And if you need one, it should be about the games. I know my fellow dorks and I would like that.

P.S. You should measure Lara Croft's bra. Pleassse!!!!!!

John Eric Porter
Nashville, TN

Well, John Eric, we don't know whether or not to be flattered that you prefer *GameNow* to all other mags, since you are a self-described dork. But we are glad you like it, and rest assured, we will cover upcoming *Star Wars* games as soon as we get our hands on 'em. BTW, we have Lara's bra here at *GameNow* headquarters, and while we don't technically know the size, Tom's head does fit into one of the cups.

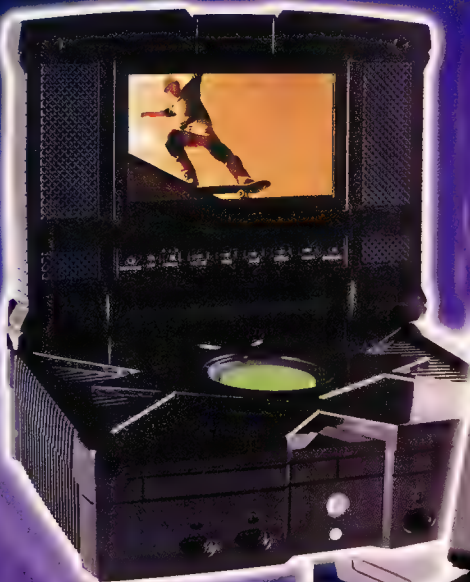
WRITE US!

E-mail us at:
Game_Now@ziffdavis.com
Or send us snail mail at:
101 Second Street, 8th Floor,
San Francisco, CA 94105.
Letters should include name and address and may be edited for clarity and space.
Missing an issue?
Changed your address?
E-mail:
subhelp@gamenowmag.com
or head to:
<http://service.gamenowmag.com>
on the Web.
Or write to:
GameNow, P.O. Box 55370,
Boulder, CO 80322-5370
Or call: 800-895-9571.
Got it? Good.



GAME SCREENS

PLAY GAMES, HOME VIDEOS & DVD'S ANYWHERE!



For
PlayStation 2
Xbox
GAMECUBE

Attitude For Your Game!

Available at:

www.intec.com

©2003 Intec, Inc. All rights reserved. GameCube® is a registered trademark of Nintendo® of America Inc. PlayStation® 2 is a registered trademark of Sony® Computer Entertainment Inc. XBOX® is a registered trademark of Microsoft Corporation. These items are produced by Intec and are not manufactured, sponsored, endorsed or distributed by Nintendo® of America Inc., Sony® Computer Entertainment Inc. or Microsoft Corporation. *GameCube® does not play DVD's



GALLERY

Color Quest

When we first played *Color Quest*, we were intrigued by the game's ability to let you create just about any type of creature you'd like to take into battle. It's rare that a videogame gives you as much freedom to express your creativity. Of course, creating your own Doodles can be somewhat daunting, especially if you're not artistically inclined. That's why we're going to take you by the hand and show you what kind of crazy stuff you can create as you get deeper into the game.



Doodle Showcase



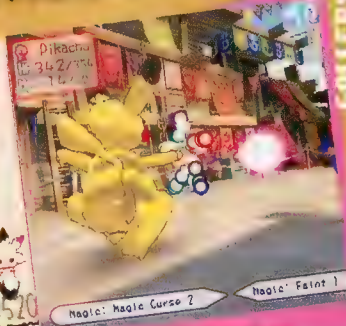
The Designer who has been making some Doodles more detailed than others in the past, show his latest creation, and others as well. This is a new Doodle that is a mix of the two and is a combination of the two.



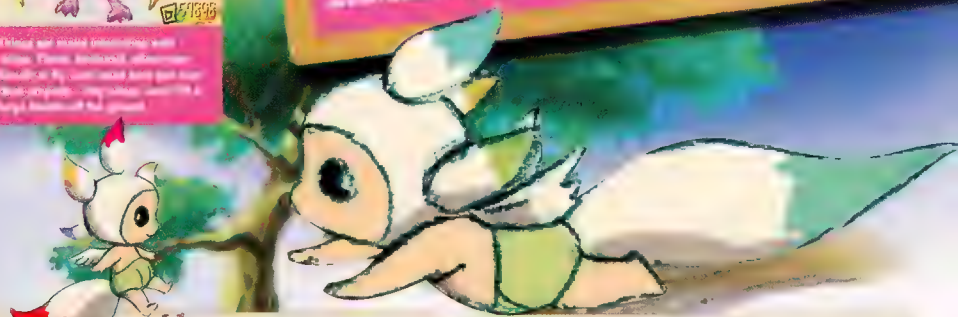
This is a new Doodle that is a mix of the two and is a combination of the two. It is a new Doodle that is a mix of the two and is a combination of the two.



This is a new Doodle that is a mix of the two and is a combination of the two. It is a new Doodle that is a mix of the two and is a combination of the two.



This is a new Doodle that is a mix of the two and is a combination of the two. It is a new Doodle that is a mix of the two and is a combination of the two.



This is a new Doodle that is a mix of the two and is a combination of the two. It is a new Doodle that is a mix of the two and is a combination of the two.



This is a new Doodle that is a mix of the two and is a combination of the two. It is a new Doodle that is a mix of the two and is a combination of the two.



NEWS NOW

Tidbits and info you need to know

DAVE MIRRA SUES ACCLAIM

BMX XXX sparks more controversy

We all knew somebody was going to get upset when Acclaim released the risqué extreme sports title *BMX XXX*. But nobody could have guessed it would be professional BMX rider and former selfsame brand champion Dave Mirra. Although he canceled plans to appear in the game, Mirra alleges his name and image were improperly used to promote the product and is seeking \$21 million in compensation. Hey, that's more than the game actually made



COMING SOON: MORE GAME-BASED MOVIES

Film versions of *Driver*, *Hitman* planned

Infogrames recently announced a forthcoming movie based on its criminal epic *Driver*. Film and television rights have been optioned to Germany's Constantin Film, which will begin production this year with Paul W.S. Anderson (*Resident Evil*) directing. Publisher Eidos is currently negotiating with various Hollywood studios to bring *Hitman* to the silver screen. Rumors that Paramount (the studio that produced the *Terminator* movie) may secure these rights are unconfirmed at press time.

GHOST RECON X-PANSION

Ubi Soft announces first-ever Xbox expansion disk

It's a first for Xbox: Ubi Soft is cranking away on a standalone campaign disk for *Tom Clancy's Ghost Recon*. While a copy of the original game won't be

required in order to play, those who purchase the package will gain access to future content, such as new missions and maps, via Xbox Live. Featured

on the disk are conversions of *Ghost Recon: Island Thunder* and *Desert Siege*'s campaigns from the PC, plus a dozen multiplayer scenarios



SINGLE-PLAYER PC WOLFENSTEIN MIXED

Multiplayer expansion to ship as freeware

In an unusual move, Software and Activision will bypass retail and release *Return to Castle Wolfenstein: Enemy Territory* as freeware. According to a recent press release, the retail version was cancelled because the single-player portion wasn't shaping up as hoped. Work on the multiplayer code, which both companies seem pleased with, can forge ahead and be released as a free downloadable expansion in the coming months.

DARK CLOUD 2

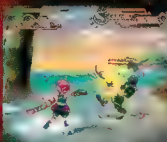
PlayStation 2



Violence

www.playstation.com

Dark Cloud is a registered trademark of Sony Computer Entertainment Inc. ©2003 Sony Computer Entertainment Inc. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. "Live in your world. Play in Ours." is a trademark of Sony Computer Entertainment Inc.



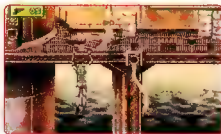
LIVE IN YOUR WORLD.
PLAY IN OURS.

SAM FISHER RETURNS

Splinter Cell arrives on GameCube, Game Boy Advance



Finally, Nintendo fans are getting *Splinter Cell* in May, complete with a bunch of new features. Connecting a GBA to your GameCube will unlock a new weapon (the sticky bomb), and it'll let you use the GBA's screen as a second OPSAT radar. Additionally, when you complete the GameCube adventure, you'll unlock five bonus missions in the GBA version.



As this issue goes to press, the Kola Cell mission has just become available for download on Xbox Live. We played



through it, and were amazed (yet again) by the stunning visuals on display. They are a tough series of levels, capable of

challenging anyone who's beaten the retail game. Ubi Soft has hinted that we'll be seeing more updates on a regular basis.

GAME BOY CREATOR HONORED

Gunpei Yokoi receives IGDA award

When you hear the name Gunpei Yokoi, you don't immediately think of one of the great names of gaming. But as the creator of Game Boy, Yokoi's contributions have been immense. On March 6, Yokoi, a longtime Nintendo employee who died two years ago, received a lifetime achievement award from the International Game Developers Association. Accepting the award on his behalf, Yokoi's family stated that, although a gamer's life is fleeting, one's legacy—and his—always lives on.



EA CONNECTS WITH NINTENDO

Company confirms long-term GameCube commitment



Electronic Arts, the world's largest third-party game publisher,

has unveiled plans to release 20 GameCube titles within the coming year, all of which will support connectivity between said system and Game Boy Advance. Among the first products to include these features are *Madden NFL 2004*, *FIFA 2004*, and *Tiger Woods PGA Tour 2004*.



THIS JUST IN

NEW METROID IN THE WORKS

Nintendo has stated plans for a *Metroid Prime* follow-up, with *Rezero Studios* returning as developer. A release date was not available at press time.



GATES LEAKS ON XBOX 2

Microsoft head Bill Gates recently revealed that Xbox 2 will feature digital media capabilities, as in video and photo editing. It's also expected to have enhanced Internet capabilities. More details as they come.

GO FIGURE

StarCraft, WarCraft, and Diablo action toys announced

Blizzard announced plans for its new line of action figures. A fresh series of *StarCraft* and *Diablo*-themed toys will make an appearance, with *WarCraft* (the lucky duck) receiving two series of treatments. These plastic wonders, developed in conjunction with manufacturing and distribution



partner Toycom, are expected to retail between \$11.99 and \$12.99.

CRAYE GOES BUDGET

Publisher to focus on value market

Publisher Crave Entertainment has revealed plans to shed prior acquisitions and focus solely on the value-priced software market. This means the Bayblade maker expects demand for videogames priced at \$19.99 and under to grow, and will plan future

product lines (as described as being of the mass market variety), accordingly. Considering Crave already handled *Mace Griffin, Bounty Hunter* to Vivendi Universal and *GrC Raport 2* to TDK Mediatech, it's a move you might have seen coming.

VEGAS, BABY

Classic Gaming Expo set for August

The Sixth Annual Classic Gaming Expo is hitting Las Vegas on August 9 and 10 at Jackie Gaughan's Plaza Hotel & Casino. Open to the public, showgoers can peruse stacks of antiquated gaming hardware and Atari 2600 sew-on patches, plus attend speaker panels,



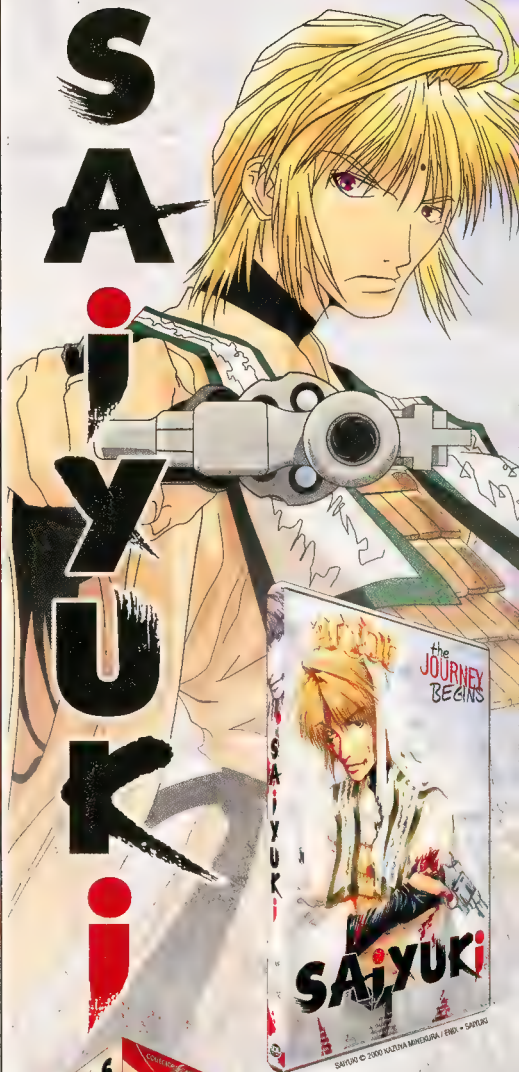
exhibits, and presentations. Truly intrepid geeks may also partake of a special historical museum designed to showcase rare and influential videogame hardware and software...but please, try to refrain from stealing that autographed copy of *Centipede*.

HALO 2 TO SHIP IN 2004

Halo creator Bungie recently announced that *Halo 2* would ship in 2004, not at the end of this year as reported earlier. That makes us sad.



S A i y u k



THE JOURNEY BEGINS INCLUDES 5 EPISODES, A BONUS POSTER AND COPIOUS DVD EXTRAS
ALSO AVAILABLE IN A SPECIAL COLLECTOR'S EDITION WITH AN EXCLUSIVE T-SHIRT AND A CUSTOM ART BOX

APRIL 2003



WWW.ADVFILMS.COM



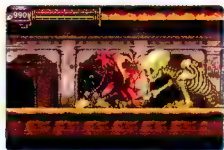
MAY HOT 10

Previews of the 10 hottest games scheduled for release in May



CASTLEVANIA: ARIA OF SORROW

Publisher: Konami
Developer: Konami
Also On: N/A
Genre: Action/Adventure



WHAT'S IT ABOUT?

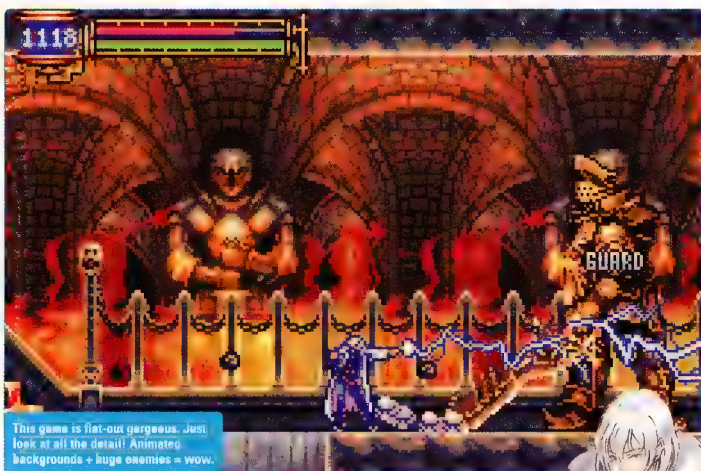


According to Konami chronology, Dracula finally bit the dust in 1999.

A bold gang of adventurers did him in, and they managed to trap his castle in a solar eclipse so he could never be resurrected again. That's all well and good...provided nobody gets sucked into said eclipse. But that's exactly what happens in the year 2035 when Soma Cruz—a young *Metal Gear Solid* 2 Raiden wannabe—finds himself in the wrong place at the wrong time

WHY'S IT COOL?

It's *Castlevania*, and it's in 2D. Need we say more? The last two installments of the series on Game Boy Advance were terrific, and the brief hands-on



This game is flat-out gorgeous. Just look at all the detail! Animated backgrounds + huge enemies = wow.

we got with this one left us breathless. The animation is beautiful, the bosses are enormous, the level designs are clever, and the new power-up system is sheer genius: Soma, the hero, can absorb the abilities of his vanquished foes. That's right, all of them, from the giant ax-wielding maniacs to those irritating crows.

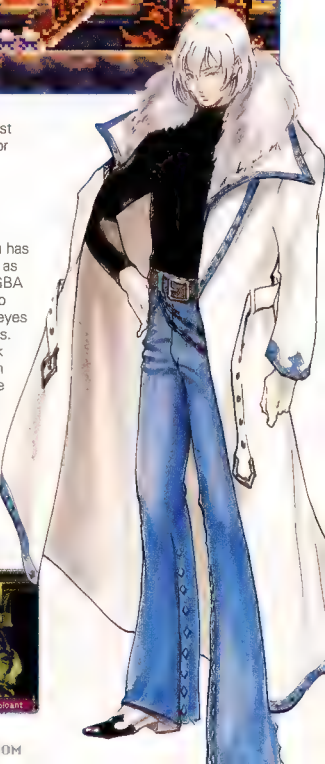
SHOULD WE WORRY?

Depends on whether you believe it's possible to have too much of a good thing. Used to be we'd get a new *Castlevania*

once every blue moon, but these annual releases almost make you take the series for granted. Not that we're complaining, though.

BOTTOM LINE

You gotta jump on this one when it comes out. Konami has crafted a series that stands as GBA's best, and now that GBA SP is out, you won't have to worry about straining your eyes to see the dark backgrounds. Furthermore, we can't think of a better game to break in your new GameCube Game Boy Player. Whether you're playing on a TV screen or on the go, this is the kind of title that will hold you in its thrall till you've finished the adventure, just like *Circle of the Moon* and *Harmony of Dissonance* did



STEAL YOUR ENEMIES' POWERS!

Aria of Sorrow's coolest addition is the ability to absorb your enemies' powers. How does it work? Well, you kill a bad guy, and his essence seeps out of his body. If you grab it, you gain a new skill!

AXE ARMOR

Kill one of these armored goons and you'll get an ax you can use like a boomerang.

BAT

Bat essence gives Soma the ability to damage enemies with a circular sonar blast.

BLUE CROW

This one works like a homing missile; it's accurate, but not very damaging.

KILLER FISH

Your best bet for taking out underwater enemies; these are like projectile piranhas.

MERMAN

Soma's take on a Super Soaker, this skill allows you to shoot potent blasts of concentrated water.

RED MINOTAUR

One of the cooler-looking skills, this ability lets Soma swing an enormous ax that fills the entire screen.

SKELETON

Throw bones at enemies. Pretty useless, but remember, every enemy will give you a skill, including the ultraweak skeletons.

TINY DEVIL

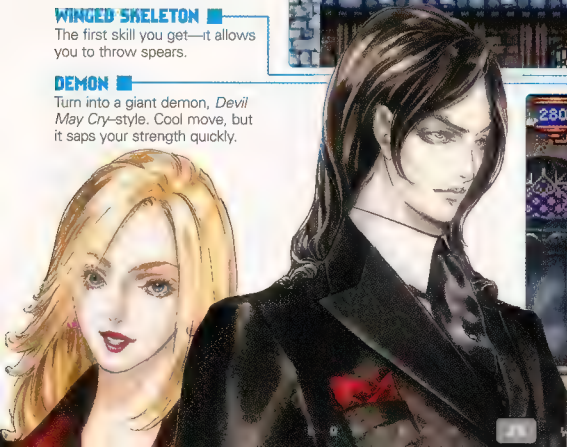
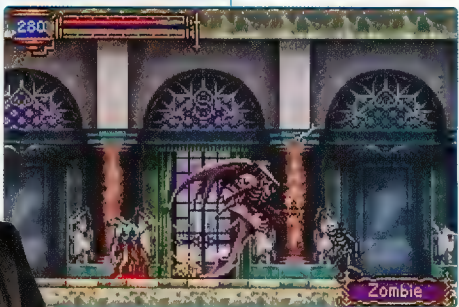
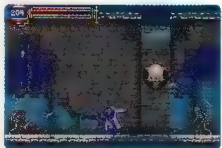
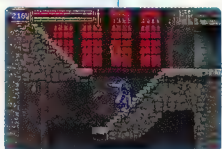
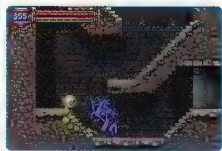
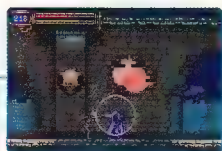
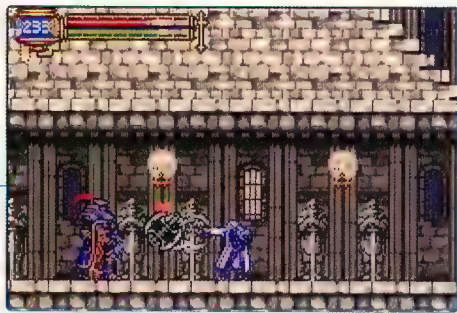
Throw light shards that have the potency of razor blades at foes.

WINGED SKELETON

The first skill you get—it allows you to throw spears.

DEMON

Turn into a giant demon, *Devil May Cry*-style. Cool move, but it saps your strength quickly.



2 RETURN TO CASTLE WOLFENSTEIN: TIDES OF WAR

Publisher: Nerve
Developer: Nerve
Also On: PC
Genre: Action



WHAT'S IT ABOUT?

You're B.J. Blazkowicz, an American Army ranger on a mission to stop evil...Nazi evil.

Those darn guys have their arms entrenched in everything from the occult to zombies to genetically enhanced mechanical supermutants. You've been recruited on a top-secret mission to infiltrate the Nazi stronghold at Castle Wolfenstein, learn what they're up to, and put a stop to it.

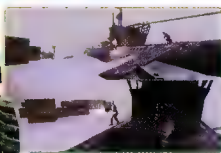
WHY'S IT COOL?

Oh, where to begin... Not only does *RTCW:TOW* include the entire *RTCW* PC version's campaign, but Nerve Software has also decided to bring you some help in the form of Agent One. That's right, you won't have to storm that Nazi stronghold by your itty-bitsy self. Nerve's added co-op play! So, how does one introduce a second main character to the story line? By adding an entirely new prologue campaign that fills out the backstory and introduces you to your new buddy, Agent One! How about new weapons? Yep, they're in there. New enemies? Got that, too. New superpowerful bonus items? Oh yeah! We've got the Holy Cross, which is useful against the undead; the X-Shield, which is a



tesla-based lightning shield; and an EMP device, which will knock out any mechanical Nazi foes.

So, what else could make this game cool? How about the most kick-ass multiplayer experience yet to grace Xbox (check out the sidebar on the



next page)? Xbox Live and System Link can support up to 16 players with voice communication. There'll also be some new multiplayer maps (for a total of 16), with the possibility of some exclusive Xbox Live content in the future. And all this awesome content will be fully

Dolby Digital 5.1 and HDTV enhanced! Drool

SHOULD WE WORRY?

Nah. Nerve's got ya covered in this game. Loads of fun will be had by all.

BOTTOM LINE

Throughout the past year, *RTCW* has kept us glued to our PCs. This new version's co-op-enhanced single-player experience and sweet Xbox Live multiplayer content will keep us glued to our Xbox for the next. It's a blessing in disguise that *Halo 2* has been delayed until 2004 because we'll all be busy playing *RTCW:TOW*. Yee haw!



CLASS-BASED MULTIPLAYER: HERE'S WHY YOU'RE GOING TO LOVE IT....

HOT 10



WHAT IT'S ABOUT

Multiplayer consists of several game types. You compete on teams with up to eight people, each containing your choice of any of the four classes listed below. You'll face objectives like breaching a sea wall to obtain stolen documents, or advancing to capture and hold bunker points throughout a level (see above). One game type even limits you to just one life. Luckily, Xbox Live voice support enables coordinated teams to gain that coveted win.



SOLDIER

Soldiers begin with your choice of three weapons that you'll carry throughout the multiplayer mission. Choose from the Sten (silenced submachine gun), Mauser, shotgun, Panzerfaust (rocket launcher), Venom (minigun), and the flamethrower. The latter three will slow you down, so choose wisely



MEDIC

The medic class rules. While you don't pack a lot of firepower, you will have a pistol and a pair of grenades. More important, you'll be carrying a syringe to revive fallen teammates and droppable health packs that can heal anyone who's hurt. Check out the screenshot at the top of the page



LIEUTENANT

Lieutenants carry a similar load as medics. However, they pack the power to destroy rather than heal! Using smoke grenades, you call in air strikes against the enemy, and can drop ammo packs to refill your team's guns (similar to the medic's health packs), plus use binoculars to spy on the enemy.



ENGINEER

Engineers take the standard load out (but have eight grenades), with the option to wield a shotgun. They also carry dynamite, which can be used to destroy key blockades, walls, or enemy equipment. Likewise, they carry pliers that enable them to disarm enemy-deployed dynamite.

3 ENTER THE MATRIX

Publisher: Shiny
Developer: Shiny
Also On: PS2, Xbox
Genre: Action



WHAT'S IT ABOUT?



Think of the coolest sci-fi movie you've seen in the last five years. Now, imagine making

a game out of it. That's Shiny's enviable job for *Enter the Matrix*. From what we've seen so far, expect to see many movie elements—bullet-time, mad kung fu, guns, and cool suits—complemented by exclusive off-screen happenings, with missions taking place between imagine it as a game of “meanwhiles.”



WHY'S IT COOL?

Besides a chance to be part of *The Matrix*, it's interesting to see how tightly integrated the game is with the film. The Wachowski brothers (the films' directors) wrote a 244-page script for the game, and they filmed many game-exclusive scenes along with the movie. Besides all the fun melee and gun combat, it's cool to see key events referred to in the movie appear exclusively in the game.

SHOULD WE WORRY?

Well, it's being developed by Shiny Entertainment, and while the company has produced great games like *Earthworm Jim* and *Sacrifice*, it also made *Messiah*. And we're sure fans

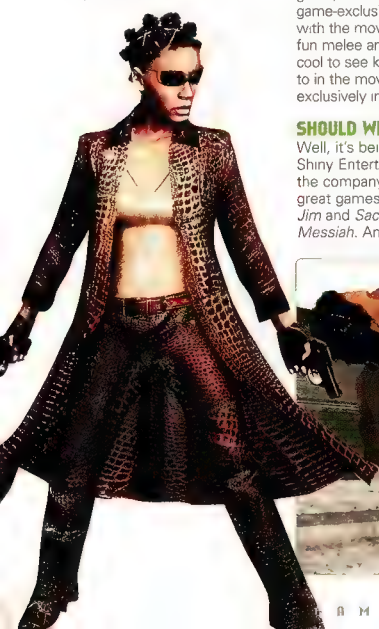


the area, allowing it to create almost exact replicas for the game's levels.

will be disappointed they can't play as Neo, Morpheus, or Trinity; no matter how you spin it, you still play as second-stringers. The game's combat portion looks slick, but the driving and hovercraft sequences don't seem as hot.

BOTTOM LINE

A solid game could redeem Shiny's spotty track record. Most licensed games tack on movie tie-ins as either background text or stupid cut-scenes, but *Enter the Matrix's* exclusive film footage and the Wachowskis' tightly integrated story show promise. At the very least, it will be fun for *Matrix* heads to watch, and it could turn out to be one of the best-ever movie-licensed games released.



DID YOU KNOW?

Enter the Matrix is the first game to be developed by Shiny Entertainment, the company that created the *Earthworm Jim* and *Sacrifice* games. The game is also the first to be developed by Shiny Entertainment, the company that created the *Earthworm Jim* and *Sacrifice* games.

COMBAT

Enter the Matrix is about straightforward third-person melee combat. The main feature is Focus (the proper term for bullet-time), which lets you pull off all sorts of cool moves (like disarming enemies) during combat. Focus is finite, though; the Focus meter gets used up quickly, recharging only over time or through combat (the feature is still being tweaked). And if you're tired of punching and kicking, you can whip out a gun and shoot.



DRIVING

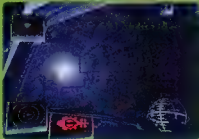
Ghost, you just point and shoot.



HOVERCRAFT

Remember those scenes in *The Matrix* with the

game type where you pilot the Logos' hovercrafts through tunnels and shoot any sentinel you run across?



ALL ABOUT GHOST

Ghost is the Logos' weapons-tech officer and a Zen Assassin, which is fancy speak for "cool assassin who quotes deep philosophers." He's the game's weapons master, so players who want to shoot a whole lotta guns should choose him. He also serves as the gunner during all the driving sequences.

ALL ABOUT NIOBE

Niobe, Logos' captain, focuses more on the melee side of combat since she trained with Morpheus, a pal of hers. She's also a driver, so for car-chase levels, you're behind the wheel if you play as her.



ANIMATRIX



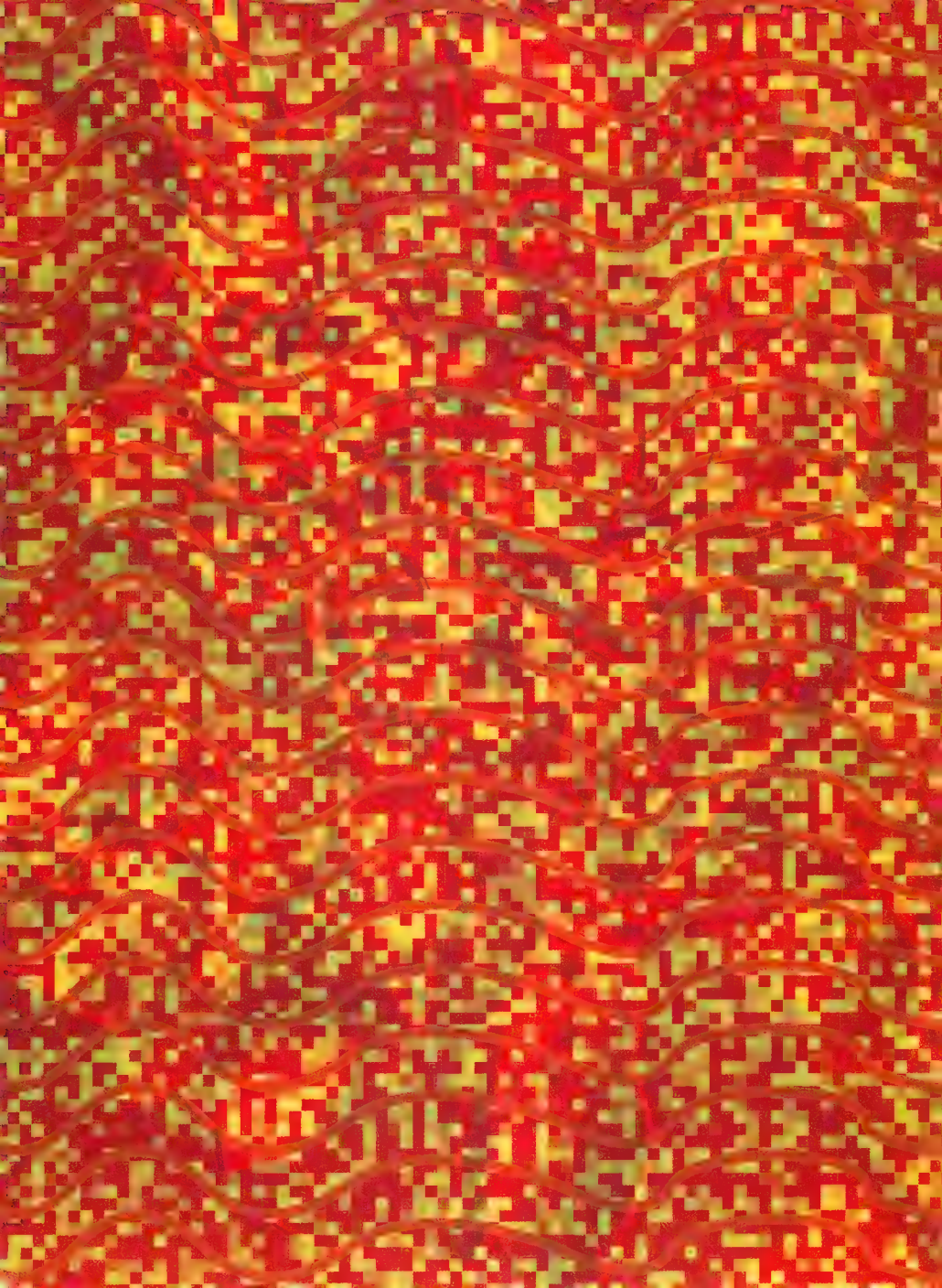
THE ANIMATRIX

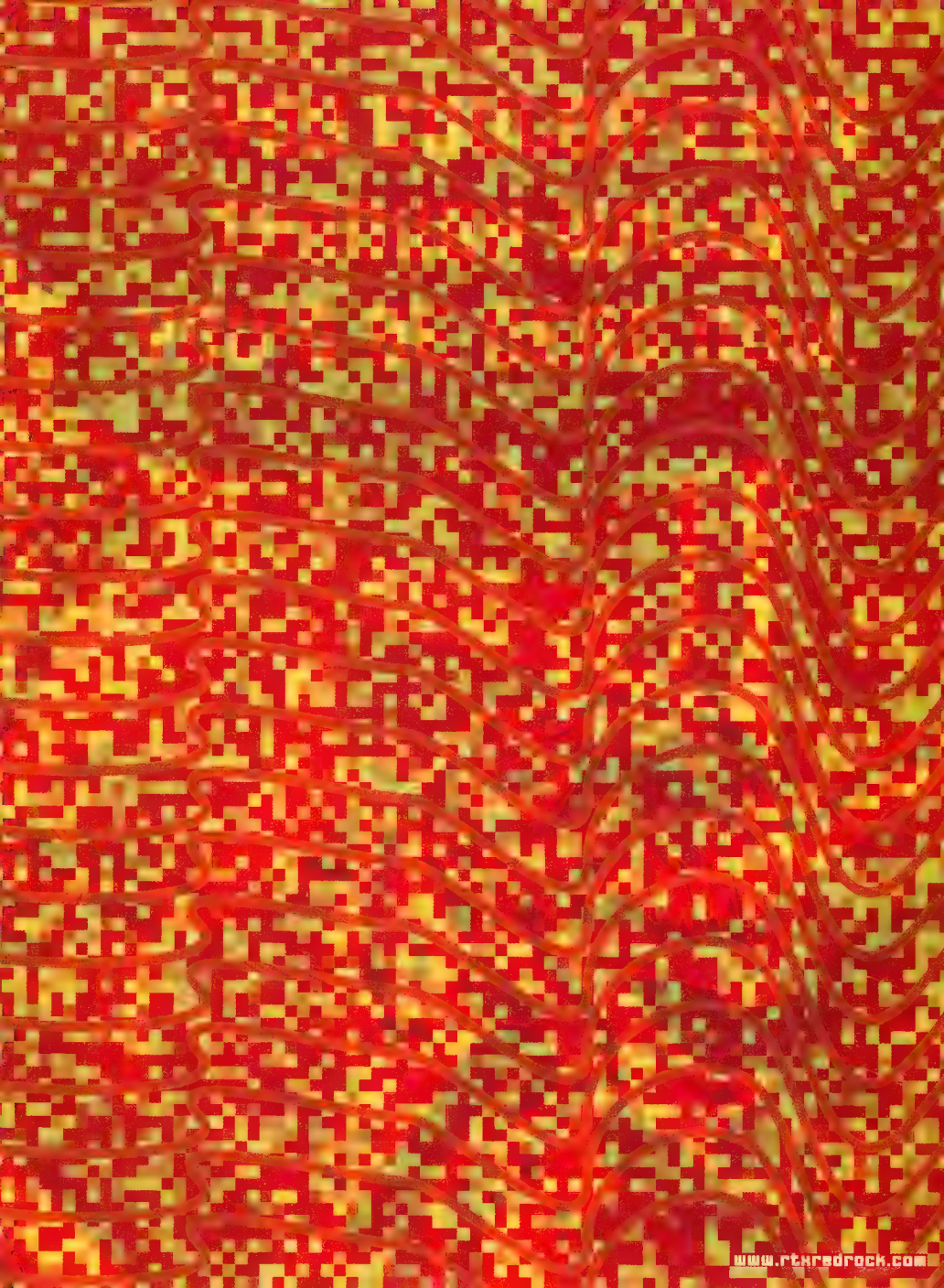
An example of the game and movie melding: In *Final Flight of the Osiris*—a short film from the *Animatrix* anthology (available on DVD in June) currently playing in theaters with *Dreamcatcher*—you'll notice that Joe leaves a package in a mailbox. Well, one of *Enter the Matrix*'s

office where you need to track down said package, and there will be a scene in *The*

hands a package to Morpheus. Die-hard *Matrix* fans who see and play everything get a whole bunch of story as a nice reward.







GRAND THEFT

GRAND THEFT AUTO: VICE CITY

Publisher: Rockstar Games
Developer: Rockstar North
Also On: PS2
Genre: Action Adventure



WHAT'S IT ABOUT?



C'mon, everyone's played this game for like a million hours on PS2 already. Basically,

you're a criminal who owes the mob a whole bunch of money, and you gotta do lots of questionable stuff in order to raise it. You'll become the big don of Vice City—*GTA's* version of Miami—in the process, so there's definitely something in it for you, like fast cars and phat pieces of oceanfront real estate

WHY'S IT COOL?

Aside from having a long and detailed scenario narrating your rise to the top of the criminal world, *Vice City* on PS2 got props for allowing you to do all sorts of screwed-up things that would probably get



1998, 1999, 2000, 2001, 2002, 2003, 2004, 2005, 2006, 2007, 2008, 2009, 2010, 2011, 2012, 2013, 2014, 2015, 2016, 2017, 2018, 2019, 2020, 2021, 2022, 2023, 2024, 2025, 2026, 2027, 2028, 2029, 2030, 2031, 2032, 2033, 2034, 2035, 2036, 2037, 2038, 2039, 2040, 2041, 2042, 2043, 2044, 2045, 2046, 2047, 2048, 2049, 2050, 2051, 2052, 2053, 2054, 2055, 2056, 2057, 2058, 2059, 2060, 2061, 2062, 2063, 2064, 2065, 2066, 2067, 2068, 2069, 2070, 2071, 2072, 2073, 2074, 2075, 2076, 2077, 2078, 2079, 2080, 2081, 2082, 2083, 2084, 2085, 2086, 2087, 2088, 2089, 2090, 2091, 2092, 2093, 2094, 2095, 2096, 2097, 2098, 2099, 2100, 2101, 2102, 2103, 2104, 2105, 2106, 2107, 2108, 2109, 2110, 2111, 2112, 2113, 2114, 2115, 2116, 2117, 2118, 2119, 2120, 2121, 2122, 2123, 2124, 2125, 2126, 2127, 2128, 2129, 2130, 2131, 2132, 2133, 2134, 2135, 2136, 2137, 2138, 2139, 2140, 2141, 2142, 2143, 2144, 2145, 2146, 2147, 2148, 2149, 2150, 2151, 2152, 2153, 2154, 2155, 2156, 2157, 2158, 2159, 2160, 2161, 2162, 2163, 2164, 2165, 2166, 2167, 2168, 2169, 2170, 2171, 2172, 2173, 2174, 2175, 2176, 2177, 2178, 2179, 2180, 2181, 2182, 2183, 2184, 2185, 2186, 2187, 2188, 2189, 2190, 2191, 2192, 2193, 2194, 2195, 2196, 2197, 2198, 2199, 2200, 2201, 2202, 2203, 2204, 2205, 2206, 2207, 2208, 2209, 2210, 2211, 2212, 2213, 2214, 2215, 2216, 2217, 2218, 2219, 2220, 2221, 2222, 2223, 2224, 2225, 2226, 2227, 2228, 2229, 2230, 2231, 2232, 2233, 2234, 2235, 2236, 2237, 2238, 2239, 2240, 2241, 2242, 2243, 2244, 2245, 2246, 2247, 2248, 2249, 2250, 2251, 2252, 2253, 2254, 2255, 2256, 2257, 2258, 2259, 2260, 2261, 2262, 2263, 2264, 2265, 2266, 2267, 2268, 2269, 2270, 2271, 2272, 2273, 2274, 2275, 2276, 2277, 2278, 2279, 2280, 2281, 2282, 2283, 2284, 2285, 2286, 2287, 2288, 2289, 2290, 2291, 2292, 2293, 2294, 2295, 2296, 2297, 2298, 2299, 2300, 2301, 2302, 2303, 2304, 2305, 2306, 2307, 2308, 2309, 2310, 2311, 2312, 2313, 2314, 2315, 2316, 2317, 2318, 2319, 2320, 2321, 2322, 2323, 2324, 2325, 2326, 2327, 2328, 2329, 2330, 2331, 2332, 2333, 2334, 2335, 2336, 2337, 2338, 2339, 2340, 2341, 2342, 2343, 2344, 2345, 2346, 2347, 2348, 2349, 2350, 2351, 2352, 2353, 2354, 2355, 2356, 2357, 2358, 2359, 2360, 2361, 2362, 2363, 2364, 2365, 2366, 2367, 2368, 2369, 2370, 2371, 2372, 2373, 2374, 2375, 2376, 2377, 2378, 2379, 2380, 2381, 2382, 2383, 2384, 2385, 2386, 2387, 2388, 2389, 2390, 2391, 2392, 2393, 2394, 2395, 2396, 2397, 2398, 2399, 2400, 2401, 2402, 2403, 2404, 2405, 2406, 2407, 2408, 2409, 2410, 2411, 2412, 2413, 2414, 2415, 2416, 2417, 2418, 2419, 2420, 2421, 2422, 2423, 2424, 2425, 2426, 2427, 2428, 2429, 2430, 2431, 2432, 2433, 2434, 2435, 2436, 2437, 2438, 2439, 2440, 2441, 2442, 2443, 2444, 2445, 2446, 2447, 2448, 2449, 2450, 2451, 2452, 2453, 2454, 2455, 2456, 2457, 2458, 2459, 2460, 2461, 2462, 2463, 2464, 2465, 2466, 2467, 2468, 2469, 2470, 2471, 2472, 2473, 2474, 2475, 2476, 2477, 2478, 2479, 2480, 2481, 2482, 2483, 2484, 2485, 2486, 2487, 2488, 2489, 2490, 2491, 2492, 2493, 2494, 2495, 2496, 2497, 2498, 2499, 2500, 2501, 2502, 2503, 2504, 2505, 2506, 2507, 2508, 2509, 2510, 2511, 2512, 2513, 2514, 2515, 2516, 2517, 2518, 2519, 2520, 2521, 2522, 2523, 2524, 2525, 2526, 2527, 2528, 2529, 2530, 2531, 2532, 2533, 2534, 2535, 2536, 2537, 2538, 2539, 2540, 2541, 2542, 2543, 2544, 2545, 2546, 2547, 2548, 2549, 2550, 2551, 2552, 2553, 2554, 2555, 2556, 2557, 2558, 2559, 2560, 2561, 2562, 2563, 2564, 2565, 2566, 2567, 2568, 2569, 2570, 2571, 2572, 2573, 2574, 2575, 2576, 2577, 2578, 2579, 2580, 2581, 2582, 2583, 2584, 2585, 2586, 2587, 2588, 2589, 2590, 2591, 2592, 2593, 2594, 2595, 2596, 2597, 2598, 2599, 2600, 2601, 2602, 2603, 2604, 2605, 2606, 2607, 2608, 2609, 2610, 2611, 2612, 2613, 2614, 2615, 2616, 2617, 2618, 2619, 2620, 2621, 2622, 2623, 2624, 2625, 2626, 2627, 2628, 2629, 2630, 2631, 2632, 2633, 2634, 2635, 2636, 2637, 2638, 2639, 2640, 2641, 2642, 2643, 2644, 2645, 2646, 2647, 2648, 2649, 2650, 2651, 2652, 2653, 2654, 2655, 2656, 2657, 2658, 2659, 2660, 2661, 2662, 2663, 2664, 2665, 2666, 2667, 2668, 2669, 2670, 2671, 2672, 2673, 2674, 2675, 2676, 2677, 2678, 2679, 26

1987, 1988, 1989, 1990, 1991, 1992, 1993, 1994, 1995, 1996, 1997, 1998, 1999, 2000, 2001, 2002, 2003, 2004, 2005, 2006, 2007, 2008, 2009, 2010, 2011, 2012, 2013, 2014, 2015, 2016, 2017, 2018, 2019, 2020, 2021, 2022, 2023, 2024, 2025, 2026, 2027, 2028, 2029, 2030, 2031, 2032, 2033, 2034, 2035, 2036, 2037, 2038, 2039, 2040, 2041, 2042, 2043, 2044, 2045, 2046, 2047, 2048, 2049, 2050, 2051, 2052, 2053, 2054, 2055, 2056, 2057, 2058, 2059, 2060, 2061, 2062, 2063, 2064, 2065, 2066, 2067, 2068, 2069, 2070, 2071, 2072, 2073, 2074, 2075, 2076, 2077, 2078, 2079, 2080, 2081, 2082, 2083, 2084, 2085, 2086, 2087, 2088, 2089, 2090, 2091, 2092, 2093, 2094, 2095, 2096, 2097, 2098, 2099, 2100, 2101, 2102, 2103, 2104, 2105, 2106, 2107, 2108, 2109, 2110, 2111, 2112, 2113, 2114, 2115, 2116, 2117, 2118, 2119, 2120, 2121, 2122, 2123, 2124, 2125, 2126, 2127, 2128, 2129, 2130, 2131, 2132, 2133, 2134, 2135, 2136, 2137, 2138, 2139, 2140, 2141, 2142, 2143, 2144, 2145, 2146, 2147, 2148, 2149, 2150, 2151, 2152, 2153, 2154, 2155, 2156, 2157, 2158, 2159, 2160, 2161, 2162, 2163, 2164, 2165, 2166, 2167, 2168, 2169, 2170, 2171, 2172, 2173, 2174, 2175, 2176, 2177, 2178, 2179, 2180, 2181, 2182, 2183, 2184, 2185, 2186, 2187, 2188, 2189, 2190, 2191, 2192, 2193, 2194, 2195, 2196, 2197, 2198, 2199, 2200, 2201, 2202, 2203, 2204, 2205, 2206, 2207, 2208, 2209, 2210, 2211, 2212, 2213, 2214, 2215, 2216, 2217, 2218, 2219, 2220, 2221, 2222, 2223, 2224, 2225, 2226, 2227, 2228, 2229, 2230, 2231, 2232, 2233, 2234, 2235, 2236, 2237, 2238, 2239, 2240, 2241, 2242, 2243, 2244, 2245, 2246, 2247, 2248, 2249, 2250, 2251, 2252, 2253, 2254, 2255, 2256, 2257, 2258, 2259, 2260, 2261, 2262, 2263, 2264, 2265, 2266, 2267, 2268, 2269, 2270, 2271, 2272, 2273, 2274, 2275, 2276, 2277, 2278, 2279, 2280, 2281, 2282, 2283, 2284, 2285, 2286, 2287, 2288, 2289, 2290, 2291, 2292, 2293, 2294, 2295, 2296, 2297, 2298, 2299, 2300, 2301, 2302, 2303, 2304, 2305, 2306, 2307, 2308, 2309, 2310, 2311, 2312, 2313, 2314, 2315, 2316, 2317, 2318, 2319, 2320, 2321, 2322, 2323, 2324, 2325, 2326, 2327, 2328, 2329, 2330, 2331, 2332, 2333, 2334, 2335, 2336, 2337, 2338, 2339, 2340, 2341, 2342, 2343, 2344, 2345, 2346, 2347, 2348, 2349, 2350, 2351, 2352, 2353, 2354, 2355, 2356, 2357, 2358, 2359, 2360, 2361, 2362, 2363, 2364, 2365, 2366, 2367, 2368, 2369, 2370, 2371, 2372, 2373, 2374, 2375, 2376, 2377, 2378, 2379, 2380, 2381, 2382, 2383, 2384, 2385, 2386, 2387, 2388, 2389, 2390, 2391, 2392, 2393, 2394, 2395, 2396, 2397, 2398, 2399, 2400, 2401, 2402, 2403, 2404, 2405, 2406, 2407, 2408, 2409, 2410, 2411, 2412, 2413, 2414, 2415, 2416, 2417, 2418, 2419, 2420, 2421, 2422, 2423, 2424, 2425, 2426, 2427, 2428, 2429, 2430, 2431, 2432, 2433, 2434, 2435, 2436, 2437, 2438, 2439, 2440, 2441, 2442, 2443, 2444, 2445, 2446, 2447, 2448, 2449, 2450, 2451, 2452, 2453, 2454, 2455, 2456, 2457, 2458, 2459, 2460, 2461, 2462, 2463, 2464, 2465, 2466, 2467, 2468, 2469, 2470, 2471, 2472, 2473, 2474, 2475, 2476, 2477, 2478, 2479, 2480, 2481, 2482, 2483, 2484, 2485, 2486, 2487, 2488, 2489, 2490, 2491, 2492, 2493, 2494, 2495, 2496, 2497, 2498, 2499, 2500, 2501, 2502, 2503, 2504, 2505, 2506, 2507, 2508, 2509, 2510, 2511, 2512, 2513, 2514, 2515, 2516, 2517, 2518, 2519, 2520, 2521, 2522, 2523, 2524, 2525, 2526, 2527, 2528, 2529, 2530, 2531, 2532, 2533, 2534, 2535, 2536, 2537, 2538, 2539, 2540, 2541, 2542, 2543, 2544, 2545, 2546, 2547, 2548, 2549, 2550, 2551, 2552, 2553, 2554, 2555, 2556, 2557, 2558, 2559, 2560, 2561, 2562, 2563, 2564, 2565, 2566, 2567, 2568, 2569, 2570, 2571, 2572, 2573, 2574, 2575, 2576, 2577, 2578, 2579, 2580, 2581, 2582, 2583, 2584, 2585, 2586, 2587, 2588, 2589, 2590, 2591, 2592, 2593, 2594, 2595, 2596, 2597, 2598, 2599, 2600, 2601, 2602, 2603, 2604, 2605, 2606, 2607, 2608, 2609, 2610, 2611, 2612, 2613, 2614, 2615, 2616, 2617, 2618, 2619, 2620, 2621, 2622, 2623, 2624, 2625, 2626, 2627, 2628, 2629, 2630, 2631, 2632, 2633, 2634, 2635, 2636, 2637, 2638, 2639, 2640, 2641, 2642, 2643, 2644, 2645, 2646, 2647, 2648, 2649, 2650, 2651, 2652, 2653, 2654, 2655, 2656, 2657, 2658, 2659, 2660, 2661, 2662, 2663, 2664, 2665, 2666, 2667, 2668, 26

[illegible]

NIH: Don't let your brain spill on the roadside.

you arrested, killed, or institutionalized in real life. If you see a car you like, you can steal it. You can then ram it repeatedly into a cop car. Once 5-0 calls for backup, you can use your flaming, about-to-explore car to assai the arriving cops. There's a whole city full of stuff like this to do, complete with gangs (and their respective territories), pedestrians to attack, gun shops to visit, and much more. The level of detail is amazing. You'll totally lose yourself in it.



Q&A: Rockstar gave us a bunch of really cool screenshots for our preview, but we decided not to share them with you because they're sooo cool. Psych! Ha ha ha! Actually, the developer didn't give us any shots, so we had to use these crappy old PS2 ones! Sorry! The game probably won't look too different, though—apart from running at a slighter higher resolution than the PS2 version.

SHOULD WE WORRY?

The PS2 version suffered from some janky shooting controls, but on the PC, that's all fixed—the mouse-look will make aiming much easier. Driving with the keyboard proves tough, but if you asked me to

trade mouse-look for driving
with a gamepad, I totally would.

BOTTOM LINE

If you haven't already tried this on PS2, you should really start playing games. They're very fun these days. And once you get into them, you gotta check out *Vice City* in some form



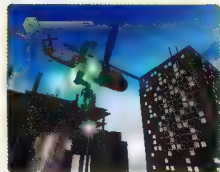
TOP SECRET

[illegible]

THE HULK

Publisher
Developer
Also On
Genre

HOT 10



WHAT'S IT ABOUT?



What do you think a game starring the Hulk would be about—adventuring in some prissy

fantasyland? Nahhh, it's about SMASHing, of course! And there's plenty of it. Through 25 levels, you smash walls, windows, gamma dogs, quasigovernmental hoodlums, and an assortment of supervillains. And when you get tired of using your fists, you can pick up anything from cars to pipes to people and start smashing all over again. Oh, it's not all smashing—there are a few slightly annoying but adequately done stealth levels in which you sneak Bruce Banner (the H-man's wimpy alter ego) around in puzzle-based play. These challenges are all of the push-boxes and pull-levers



variety, but at least they fit the game's theme.

Then it's back to the smashing. Yeah!

There's even a plot. Banner has been betrayed by his mentor, Professor Crawford (aka Ravage), who is making an army of gamma-mutated creatures to take over the world. Seems like the professor could use a good smashing.

WHY'S IT COOL?

Seriously, the smashing aspect provides lots of mindless fun

You'll get a kick out of all the things you can do to stop—and destroy—the enemy onslaught. You'll also appreciate the tight controls and excellent hitting effects (make sure force feedback is securely on); it feels as though the Hulk is channeling through you.

The art style utilizes a cel-shading technique that gives everything a very comic-booky look and feel, and character movement is fluid with no framerate issues.

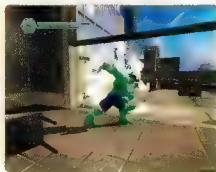
SHOULD WE WORRY?

Not really. *The Hulk* won't win any Game of the Year awards, but that shouldn't stop you from playing it. If you're into lots of button mashing and beating the crap out of things, *The Hulk* will be your cup o' tea. The stealth levels might get tedious, but they're a good break from the smashing, which would become boring if that's all you did.



BOTTOM LINE

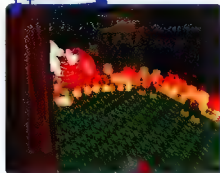
Hulk game good! Hulk says buy Hulk game or Hulk smash! Uh, Hulk OK with renting, too. Hulk take chill-pill now



6

SONIC ADVENTURE DX

Publisher: Sega
Developer: Sega Team
Also On: None
Genre: Action



WHAT'S IT ABOUT?



Everything old is new again, especially with *Sonic Adventure DX*. Originally titled *Sonic*

Adventure, this spunky, sputtering 3D action game originally saw release as a Dreamcast launch title. *DX* comes to GameCube with an improved framerate and some brand-new surprises in the form of approximately 60 new missions and unlockable goodies (such as Sega Game Gear titles). Sonic the hedgehog and his mammalian chums Knuckles, Tails, Big the Cat, and Amy are all playable characters, as is the soulless automaton E-102.



WHY'S IT COOL?

This was Sonic's first trip into three dimensions, and it's filled with such impressive scenes as



TOP SECRET

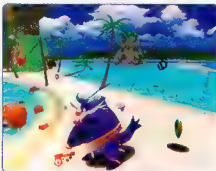
Sega is serving up lots of secret treats in *DX*. Be on the lookout for up to a dozen hidden Game Gear games you can play on your television. Sega hasn't specified any titles yet, but we're hoping for all the portable Sonic titles (even *Tail's Adventure*).



The race oftentimes goes to he who is fleet of foot, or he who has the coolest sneakers in the land.

Sonic rushing along a series of piers while being chased by a huge killer whale. When not hunting down rings, thumping Eggman/Dr. Robotnik, or dashing madly to and fro, Sonic stepped into an entirely new role: a daddy. *Adventure* let Sonic raise and race cute little creatures called Chaos, and some people found virtual-pet raising more fun than the game itself. Despite the Dreamcast

version's flaws (including a poor camera and lackluster framerate), *Sonic Adventure* was a really fun, if really short, thrill ride. The GameCube version seems to have ironed out many of the original game's problems, and the graphical improvements are mildly impressive.



SHOULD WE WORRY?

While it's good to see a classic game being renovated and restored on a new console, we were hoping Sega would release a sequel to *Sonic Adventure 2*. Sure, Sonic Team has some surprises in store for people who pick up *DX*, but we can't help but wonder if a few extra missions and such are worth shelling out \$40 for the game.

BOTTOM LINE

It's Sonic in all his hedgehog glory, brought to GameCube

SWEET SPOT

Want to play the game's home NIGHTS area? You'll have to play pinball in the Casinopolis level. Drop through the top level of one machine, and then knock a pinball through the middle hole of the second machine to activate a portal.

with lots of new challenges. For people who've never experienced the Dreamcast's *Sonic Adventure*, this one may well be a must-have.



7 RTX RED ROCK

Publisher: LucasArts
Developer: LucasArts
Also On: None
Genre: Action Adventure

HOT 10



WHAT'S IT ABOUT?



Invading L.E.D.s (Light-Emitting Demons) attack Earth and, after a brief conflict, flee. Then,

Earth suddenly loses contact with its Red Rock colony on Mars. Could the L.E.D.s be up to no good there? Enter Radical Tactics Expert (RTX) Major E.Z. Wheeler—basically, a one-man strike team.

WHY'S IT COOL?

Having sustained serious injuries on a previous mission, Wheeler has a synthetic arm fitted with a taser, grappling hook, plasma cutter, and other tools. He also has a prosthetic eye that allows him to both see in the infrared and ultraviolet spectra, and upload maps and other data.

Besides

Wheeler's cool bionic powers, he has IRIS (Independent Removable Information System), a digital assistant he's programmed with a flirtatious



Shock alone as Radical Tactics Expert E.Z. Wheeler. Rad!



female personality. Kinky! Wheeler can plug IRIS into robots and other machines in order to control them. Using this device will also help you to solve puzzles and combat enemies in different ways.

Wheeler gets to use a bunch of vehicles, including an alien spaceship, and he can fly with his jetpack. Flying is cool.

SHOULD WE WORRY?

The version we saw had a choppy framerate, but it was an early build, and LucasArts promises to fix this problem.



Also, some of the plot devices seem familiar. We've played plenty of space-themed adventures. A bionic arm and eye? Anyone remember *The Six Million Dollar Man*?

BOTTOM LINE

With all the gadgets on Wheeler's body, the ability to control robots with IRIS, and the various space vehicles, this could be a very deep game. Throw in IRIS's jealous nature and there could be some humorous bits, too

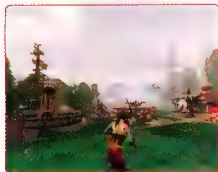


Can a robot be sexy? Let us know what you think of RTX Red Rock's robotic showgirl at Game_Now@ziffdavis.com.



8 SAVAGE

Publisher: Games
Developer: S2 Games
Also On: None
Genre: RTS Shooter



WHAT'S IT ABOUT?

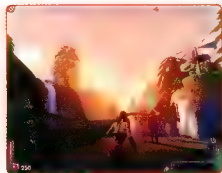
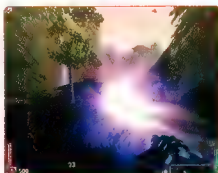


Happy thought of the day: We're going to nuke ourselves back to the Stone Age. It'll

take three bajillion years, but the world will rebuild itself with two warring factions—man and beast—angling for control. Each side has different means of controlling the globe: Essentially, mankind harvests resources and rediscovers old technologies (magnetism, chemistry, etc.) to wage war on the no-goodnik beasts, which rely on nature and “magic.”

WHY'S IT COOL?

Built for online play, up to 64 people match up in *Savage* to compete in what S2 Games is calling a real-time-strategy shooter. What the heck does that mean? It means that whether you're a first-person-



shooter pro or a strategic mastermind, there's a role for you here. One person commands each team, building bases, researching technologies, harvesting resources, and giving orders to the troops from a God's-eye view. Meanwhile, the rest of the players are grunts in the field, playing from either a first- or third-person perspective while carrying out orders, kicking butt, and taking names.

To encourage teamwork and progress, kills earn experience for the ground troops and money for the commanders. But if one side's head honcho turns out to be a chump, he can be voted out of command by popular vote. If only every election worked this way.

SHOULD WE WORRY?

RTS fans who want more control over the action might feel left out; your troops have minds of their own, and won't

always follow your orders.

BOTTOM LINE

The lack of a single-player mode is a little disconcerting, but what

the heck. There's enough originality here to overlook the lack of bots. The beta builds we've played are solid, and we can't wait to see the final game.



Here's a commander's-eye view of the world.



DESIGNER TIPS

The guys at S2 Games did their heads together and came up with these *Savage* insider tips.

- Build gardens at strategic locations. Gardens are a key point for strategic battle because your troops can replenish there.
- Protect your head with telescopic lenses that let you see far away from them.
- Expert team strategies enable players to defeat one of the most easy prey.
- Take advantage of the fact that you can't see your own troops. You won't come cheap.



9 LOST KINGDOMS II

Publisher: Activision
Developer: From Software
Also On: None
Genre: Card pg



WHAT'S IT ABOUT?



It's about knowing when to hold 'em and when to fold 'em as young card-slinging heroine

Tara attempts to save the Kingdom of Argwyll from destruction. On her journey, she collects Guardian Creature cards that allow her to summon various types of monsters (fire, water, etc.) to fight in real-time brawls. Also, a new Card Transformational



Here's a hint for getting rid of that hideous dragon breath: Kill the beast with a Tin Man. Or use a mint.

Ability system lets Tara morph into different beastly forms in order to smite her enemies and solve various puzzles.

WHY'S IT COOL?

There are 200 different cards to collect, 100 of which are brand-spanking-new for this sequel. Players can customize decks to suit their needs, and the game does a super job of blending RPG elements, puzzles, and action. Tara has approximately 25 different environments to explore, ranging from crumbling fortresses to cliff-laden fossil

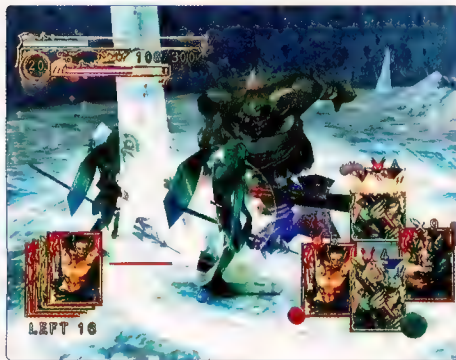


SUSHI SAYS

Wise Ben Franklin once said, "For want of a nail the shoe was lost; for want of a shoe the horse was lost; and for want of a horse the rider was lost; being overtaken and slain by the enemy, all for want of care about a horseshoe nail." But how does one lose an entire kingdom? Curious.

DID YOU KNOW...

The heroine, Tara, is really a princess whose somehow been raised by thieves? *Lost Kingdoms* was originally called *Hime in Japan*. *Lost Kingdoms II* is set 200 years after the original game? Live, dear reader, and learn....



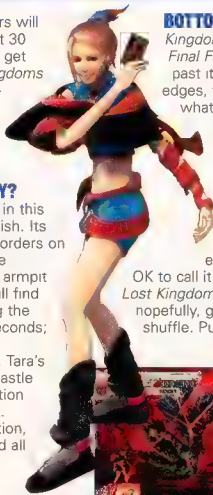
boneyards, and players will have to commit about 30 hours of their lives to get through them all. *Kingdoms II* also allows for two-player card clashes, which will extend its replay value significantly.

SHOULD WE WORRY?

Kingdoms II, at least in this early stage, lacks polish. Its looping soundtrack borders on the annoying, and the camera reeks like an armpt sandwich. Players will find themselves adjusting the camera every few seconds; this becomes a real headache when, say, Tara's sneaking through a castle trying to avoid detection by an alarm spotlight. Expect some frustration, too. Once Tara's used all her cards in a given stage, she's defenseless, making death almost a sure bet

BOTTOM LINE

Kingdoms II is no *Final Fantasy*. Get past its rough edges, though, and what's left is rather quirky and quite challenging. With a great blend of card collection and RPG elements (it's OK to call it a card-pg), *Lost Kingdoms II* will not, hopefully, get lost in the shuffle. Pun intended.



10 COLOR QUEST

Publisher: Agetec
Developer: Iarto
Also On: None
Genre: RPG



WHAT'S IT ABOUT?



Have you ever played Pokémon? How 'bout Monster Rancher? Or any of the other

dozens of monster training/battling games out there? If so, then you've got the gist of *Color Quest*. It may seem like fairly standard stuff, but here's where it gets different...

WHY'S IT COOL?

This is *Color Quest*'s hook: You create your own creature (called a Doodle) by drawing it on the screen. You start with a body, and then add arms, legs, a head, horns, weapons—whatever. It's your Doodle, so make anything you want. From there, the game transforms your 2D drawing into

a 3D model. Seeing your drawing come to life is very cool—in fact, we spent more



time drawing crazy monsters than we did fighting with them

SHOULD WE WORRY?

Since the game turns 2D drawings into 3D, it can be a bit tricky getting your creature to



look right. You have to rotate your drawing to place extra bits on (like a tail that sticks out of the Doodle's back), and we occasionally had some trouble getting the perspective right. You'll often find body parts intersecting where you didn't want them to. Practice makes perfect, though, so your creature-creating skills will improve over time.

The game also starts slowly. You must earn the ability to draw extra limbs and colors on your Doodle by winning matches, so you can't do much at first. You need patience before you can let your inner artist out.



BOTTOM LINE

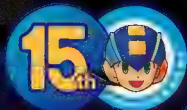
On the surface, *Color Quest* seems like a standard fighting-monsters game, but the ability to create your own creatures is just too cool. If you have a creative side, you'll end up wasting a lot of time here.



MEGAMAN KICKS OFF HIS 15th ANNIVERSARY CELEBRATION



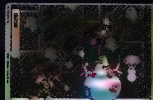
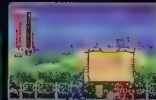
Join
Mega Man
and Bass's fight
for humankind as you face off with
the newest menace in town, Robot King. He's
captured all of the data plans for Dr. Wily's
creations in order to crush and dominate all
humans. Mega Man and Bass set out separately
to stop him, but only one may succeed!



Play as Either Mega
Man or Bass

Unique Battle Moves &
Weapons: Double Jumps
& Charge-Up Buster

Defeat Robot Masters
to Open More Paths



EVERYONE
VIOLENCE

© CAPCOM CO., LTD. 2003 © CAPCOM U.S.A., INC. 2003 ALL RIGHTS
RESERVED. CAPCOM AND THE CAPCOM LOGO ARE REGISTERED
TRADEMARKS OF CAPCOM CO., LTD. MEGA MAN AND BASS ARE A
TRADEMARK OF CAPCOM CO., LTD. 2003. ALL RIGHTS RESERVED.
LICENSED BY NINTENDO. NINTENDO, GAME BOY, GAME BOY
ADVANCE AND THE OFFICIAL SEAL ARE TRADEMARKS OF
NINTENDO. © 2001 NINTENDO. The ratings icon is a registered
trademark of the Interactive Digital Software Association. All other
trademarks are the property of their respective holders.

GAME BOY ADVANCE

CAPCOM
www.capcom.com



NOW PLAYING

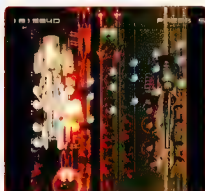
GameNOW takes on this month's top games

GAME OF THE MONTH

Ikaruga Page 42

Yeah, it's kind of unexpected, but it shouldn't be. Call it old school, call it hardcore, but above all, call it dope: *Ikaruga* is hands-down the best game that came our way this

month, and we're giving it due props. It takes 2D shooting to insane and unbelievable heights, and despite its tried-and-true premise, it still feels like a modern game. Rarely does a shooter manage to draw us in as if it were the first time we've ever played one, but *Ikaruga* does just that. Don't sleep on it!



IKARUGA™

NOW RATED

Once we've thoroughly played a completed version of a game, we give it our final Now Rated grade. Our grading scale works just like the one in school: A through D, with a + or - to add a little bit of spin. Of course, there's also the dreaded F, but with any luck, we won't run into those too often. Here's the breakdown:

A games are excellent and well worth picking up—even more so if they earn the coveted A+.

B games may not be the best, but they're still darn good. You'll probably want to check 'em out.

C is an average grade. These games aren't especially bad, but they don't do anything special enough to warrant a higher score. Just like in school, you can get by with a C, but you really could have done better.

D means below average. It's not very good, but it has one or two redeeming qualities. We're getting into the sunk zone here, folks. Be careful.

F is... well, you know. F is a failure. A game that fails to entertain. A game that fails to provide even the slightest bit of enjoyment. A game that... a game that is just plain bad. Don't go near an F game lest you be forever scarred by its badness.



Only the best of the best of the best games make it into the A+ Club. If you see a title on this list and it's not in your personal library, you're missing out. Do yourself a favor and play it. Go rent it, go buy it, do what you need to. These games sell systems.

- Final Fantasy X, PS2
- Golden Sun, GBA
- Halo, Xbox
- Madden NFL 2003, GC
- Madden NFL 2003, PS2
- Madden NFL 2003, Xbox
- Metal Gear Solid 2: Sons of Liberty, PS2

- Metroid Prime, GC
- Need for Speed: Hot Pursuit 2, PS2
- Resident Evil, GC
- SimCity 4, PC
- Star Wars Rogue Leader: Rogue Squadron II, GC
- Super Mario Sunshine, GC
- Super Mario World: Super Mario Advance 2, GBA

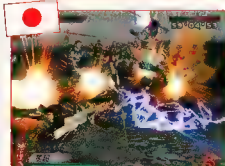
- Super Smash Bros. Melee, GC
- The Legend of Zelda: The Wind Waker, GC
- Tony Hawk 3, PS2
- Yoshi's Island: Super Mario Advance 3, GBA



U.S.A. TOP 10

The 10 Best-Selling Games for January 2003

- 1 The Sims EA/PS2
- 2 The Godfather Sony CEA/PS2
- 3 Grand Theft Auto: Vice City Rockstar/PS2
- 4 Devil May Cry 2 Capcom/PS2
- 5 SOCOM: U.S. Navy SEALs Sony CEA/PS2
- 6 Dragon Ball Z: Budokai Infogrames/PS2
- 7 Madden NFL 2003 EA/PS2
- 8 ATV Offroad Fury Sony CEA/PS2
- 9 Yu-Gi-Oh! The EGS Konami/GBA
- 10 Dead or Alive: Xtreme Tecmo/Xbox



JAPAN TOP 10

The 10 Best-Selling Games for 2/03-2/03

- 1 Shin Sangoku Musou Koei/PS2
- 2 Star Ocean 3: Till the End Enix/PS2
- 3 Chase Legion Capcom/PS2
- 4 Kaidou Battle Ganki/PS2
- 5 Rockman EXE Transmogrified Capcom/GC
- 6 King of Colestorm: B-1 Bros Spika/PS2
- 7 Dragon Ball Z: Budokai Bandai/PS2
- 8 Final Fantasy Tactics Advance Square/GBA
- 9 Sakura Taisen: All in Sega/PS2
- 10 Pokémon Sapphire Nintendo/GBA

GOLDEN SUN: THE LOST AGE

The GBA's best RPG franchise returns in fine form

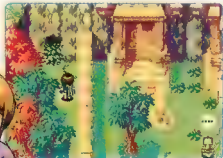


The first *Golden Sun* was a great surprise. It was a deep, elaborate RPG made by

Camelot, the team responsible for Sega's incredible *Shining Force* series. *The Lost Age*, also developed by Camelot, is every bit as pretty and involving as the first game, and better still, it's a real sequel. Unlike the *Final Fantasy* games, which typically start anew with each installment, *The Lost Age* begins just as the original's

story is ending. This is terrific for fans of the first game, but it also means a rough initiation for new adventurers. So heed this warning, folks: It's best to play all the way through *Golden Sun* before purchasing *The Lost Age*. If you don't, you'll find yourself swimming in a confusing soup of archaic names, places, and events, and nothing will make much sense to you.

The fighting system in *The Lost Age* is typical RPG fare; the only elements that set it apart are the dazzling visual effects that accompany every magical spell and summon. Now, we know that graphics



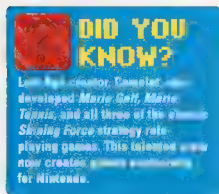
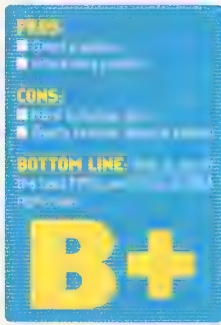
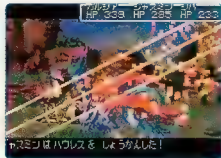
aren't everything, but they are certainly this game's strongest asset; Camelot has painted a world filled with vibrant characters, lush environments, and spectacular battles.

Another great strength is the game's puzzle-oriented dungeons. The brain teasers are deviously well designed, and they are perfectly suited for a portable adventure. Simply said, *Until Final Fantasy Tactics* rolls around, this is the best RPG action you're likely to find on GBA.

—Ethan Einhorn

Publisher
Players, 1
Also On
Genre: RPG

EVERYONE
E
ESRB RATING
TEEN
13+



YU-GI-OH! DUNGEON DICE MONSTERS

Yugi's back, and his game still bores



Why are all these *Yu-Gi-Oh!* games so complicated?

Without a tutorial in place, this new GBA board game is a headache to figure out how to play, even with its vaguely worded instruction booklet at your side.

The biggest obstacle I faced while attempting to learn the play mechanics was that nothing ever seemed to be happening on my end of the board; I'd role my dice, have three obscure symbols appear onscreen, and then forfeit my turn to my opponent. But as it happens, this is by design. You actually have to roll for the right to move your characters across the screen. This makes it quite possible to have two dozen turns pass where you do nothing but sit and spin. **Boring.**

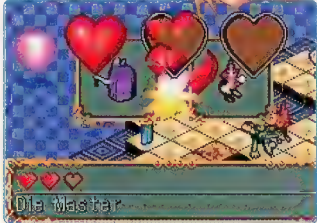
The graphics are nice, the

animated stadium battles are surprisingly fluid, and the whole package ties neatly into the television show's universe. Fans of the franchise will embrace this title—after all, it is better than the PS1 game *Forbidden Memories*, which sold like crazy—but this review isn't for that crowd; they already own the game by now, anyway.

This is for the casual gamer on the lookout for portable fun, and we want to warn such

gamers to look elsewhere. I firmly believe the potential exists for a good *Yu-Gi-Oh!* game, but this definitely isn't it. What's that...0 for 5 now? C'mon, Konami!

—Ethan Einhorn



Publisher
Players, 1
Also On
Genre: RPG

EVERYONE
E
ESRB RATING
TEEN
13+



March 1953: First successful ascent of MT. EVEREST begins.

March 2003 Andrew Smith purchases a NINTENDO GAMECUBE.

WAL★MART
ALWAYS LOW PRICES

[illegible]



POKÉMON: RUBY VERSION/ SAPPHERE VERSION

Pikachu and crew offer very little that's new



'Round these parts, for better or worse, I'm known as the *Pokémon* guy.

I just can't help it—I've always enjoyed the series.

What I've always liked is that once you get past the cartoons, cards, comics, movies, and toys, *there's a fun (if simplistic) RPG*. I find the "catch 'em all" aspect surprisingly addictive, and *Pokémon* games actually require a lot of strategy—unlike some other popular franchises that crank out mediocre game after mediocre

game. As I began playing this new "advanced" *Pokémon*, I quickly found

myself getting hooked all over again. There's a whole new world to explore and 100-plus new creatures to catch, train, and fight. You can even train your little animal pals to compete in *Pokémon* Contests, dog show-style competitions.

The deeper I got into the game, however, the more I began to realize how little has changed in the *Pokémon* universe. There are slight improvements here and there—more colorful graphics, more useful menus, the not-as-impressive-as-we'd-hoped two-on-two battles, gimmicky e-Reader battles, and the *Pokémon* Contests—but nothing that really takes advantage of GBA's power.

I don't want to rag on *Ruby* and *Sapphire* too much—they're still great fun, and far better than any game with the word "Yu-Gi" in the title.

Publisher: Nintendo
Players: 1-2
Also On: GBA
Genre: RPG



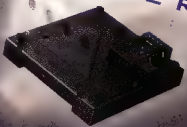
They're just not what I was expecting from a next-generation *Pokémon* title
—Phil Theobald



Nintendo GameCube
\$149.94



GAME BOY
PLAYER



WAL-MART
ALWAYS LOW PRICES

PRODUCTS RANGE FROM
RATINGS PENDING TO EVERYONE
RP-E
CONTENT RATED BY
ESRB

SEGA ARCADE COLLECTION

Publisher: THQ
Players: 1
Also On: None
Genre: Action



It'll have you looking for GBA's coin slot



When I first heard Sega was putting four arcade classics on GBA (*Hang-On*, *Outrun*,

Afterburner, and *Space Harrier*), I was skeptical. First of all, I wasn't sure the hardware could run these 3D games all that well, and secondly, the GBA's small

screen doesn't seem suited for games this fast and furious. There's just too much happening onscreen for you to see everything in such a tiny area.

Luckily, I've been proven wrong for the most part. All four games in this collection are **almost arcade perfect and run supersmoothly**. *Hang-On* and *Outrun* are particularly impressive.

The other two games are good, too, but lose something in the translation. *Afterburner* suffers the most. Since the enemies you need to lock on to are usually so far away, you can barely see them on the horizon. It leads to a lot of Game Over screens, and you'll eventually avoid this part of the collection altogether.

But since the other three games are so good, even the frustration of *Afterburner* doesn't keep *Sega Arcade Collection* from being a **must-buy title**. These are four of the most respected arcade games in



history for a reason. Old-school fans will love having portable versions of old favorites, while younger players will get a taste of Sega's arcade heyday and discover why their older brothers and sisters hold Sega in such high regard.

—Greg Sewart



PROS:

- Four classic arcade games
- Downright beautiful & smooth

CONS:

- 40

BOTTOM LINE: Sega's best reputation on 3D arcade games

A-

DID YOU KNOW?

When Sega first announced the Sega Arcade Collection, it was a very early example of a video racing game, going with the likes of Sega GT and the Gran Turismo series. It would have been nice to see this made a bid to SAC. Oh well...we can dream.

SONIC ADVENTURE 2

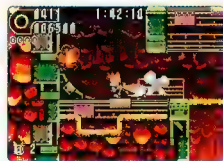
Blue is back, and he's never been better

Publisher: THQ
Players: 1
Also On: None
Genre: Action



Sonic and his buddies should always be presented in 2D, and *Sonic*

Adventure 2 is by far the best evidence I have to back up my case. This game is a **pocket adrenaline rush**.



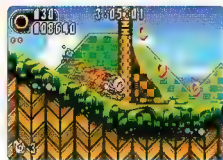
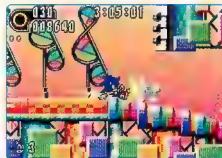
featuring a slew of bright, beautifully designed worlds strung together by ramps, swings, and loop-de-loops. The cart provides a sense of speed I haven't experienced since *Sonic the Hedgehog 2* rolled around for Sega Genesis 10 years ago. And now that I'm thinking about it, I'd say this new release is actually a touch better than that milestone classic.

Bold words, I know, but give this game five minutes and you'll understand where I'm coming from. *Adventure 2* is **instantly accessible**, and it stands as the perfect complement to the more

methodical *Mario* games already in your handheld collection. This cart isn't about depth, it's **all about flash and energy**, and mean that in a good way.

The game does have one big flaw: its length. Experienced players will blow through this short adventure in less than three hours. After you finish the game with Sonic, you can play through as his one of his buds (Tails, Knuckles, Cream, etc.), but really, it's the same game regardless of who you use. Even so, *Adventure 2* is definitely worth adding to your collection.

—Ethan Einhorn



STUMPED?

We were stuck for a while on this game. Because we didn't know how to use Sonic's new special move. Grab the flash pointer-up, then press the R trigger and up when you hit the arrow.

PROS:

- Tight, snappy gameplay
- Big, colorful graphics

CONS:

- Too short
- Adrenaline rush that's a bit

BOTTOM LINE: This is one of the best Sonic games for any platform

A-

CRAZY TAXI: CATCH A RIDE

Our advice? Spend that crazy money elsewhere

Publisher: THQ
Players: 1
Also On: Dreamcast, PS2, GC
Genre: Driving



HOW PLAYING



Crazy Taxi is a great game. With giant cities to explore and actual strategy required to

master it, this arcade game offers more longevity than anyone would expect. The key to *Crazy Taxi*'s greatness, though, is learning where potential customers want to go and planning whether you want to pick up a customer going a short distance (marked with a

green circle) or a longer distance (yellow and red indicators).

Unfortunately, the developers of the GBA *Crazy Taxi* didn't implement this feature well enough. The customer indicators in this version are so hard to see (and pop up so late), it's almost impossible to

plan your next move

before you've dropped off your current fare, which basically eliminates any real strategy, thus ruining the game.

It's a moot point anyway, since trying to make a 3D *Crazy Taxi* on GBA was never a good idea. The system simply can't handle it. The whole thing is so



choppy, it's almost impossible to play, and the ugly graphics are just a mess in motion.

Had someone thought about GBA's hardware limitations before designing the game, they probably would have done

something more like the classic overhead mode of the original *Grand Theft Auto* on PS1. In its current form, *Crazy Taxi* on GBA should be avoided.

—Greg Sewart



PROS:

■ Big

■ Big

■ Big

■ Big

■ Big

■ Big

■ Big

■ Big

■ Big

■ Big

■ Big

■ Big

■ Big

■ Big

■ Big

■ Big

■ Big

■ Big

■ Big

■ Big

■ Big

■ Big

■ Big

■ Big

■ Big

■ Big

■ Big

■ Big

■ Big

■ Big

■ Big

■ Big

■ Big

■ Big

■ Big

■ Big

■ Big

■ Big

■ Big

■ Big

■ Big

■ Big

■ Big

■ Big

■ Big

■ Big

■ Big

■ Big

■ Big

■ Big

■ Big

CONS:

■ Bad

■ Bad

■ Bad

■ Bad

■ Bad

■ Bad

■ Bad

■ Bad

■ Bad

■ Bad

■ Bad

■ Bad

■ Bad

■ Bad

■ Bad

■ Bad

■ Bad

■ Bad

■ Bad

■ Bad

■ Bad

■ Bad

■ Bad

■ Bad

■ Bad

■ Bad

■ Bad

■ Bad

■ Bad

■ Bad

■ Bad

■ Bad

■ Bad

■ Bad

■ Bad

■ Bad

■ Bad

■ Bad

■ Bad

■ Bad

■ Bad

■ Bad

■ Bad

■ Bad

■ Bad

■ Bad

■ Bad

■ Bad

■ Bad

■ Bad

■ Bad

BOTTOM LINE: The original

Grand Theft Auto on PS1

is a

total mess.

It's

not

even

close.

It's

not

even

close.

It's

not

even

close.

It's

not

even

close.

It's

not

even

close.

It's

not

even

close.

It's

not

even

close.

It's

not

even

close.

It's

not

even

close.

It's

not

even

close.

It's

not

even

close.

It's

not

even

close.

F

ARMY MEN: SARGE'S WAR

Only play this game if you hate yourself

Publisher: 3DO
Players: 1-4
Also On: None
Genre: Army Men



Army Men games are basically a joke at this point, but for some reason, people keep

buying them. Are you one of those people? Are you part of the reason these games keep getting made? If so, what's your freaking problem?

Sarge's War is the latest *Army Men* game, and it isn't very good. You know the deal: Those little plastic army toys

are fighting a war with each other, and you get to play it out.

But *Sarge's War* isn't as

lighthearted as the previous

Army Men

games.

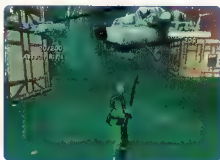
In fact, it's pretty much all screwed up. In a nutshell, all the good guys from the series get murdered by the main bad guy, which causes the once-noble Sarge to totally flip out and go on a murder spree of his own. Sounds like fun, right? Wrong. If you've played *Army Men* games before, then you know just how busted and janky they can be. If you haven't, don't start with this one.

The game's controls are clunky, the camera is spazzy, and the action stutters like crazy. The missions are repetitive, and in some, weak design forces you to do a



whole lot of backtracking. I'll admit there are a few cool graphical touches—like when Sarge gets shot and chunks blow off—but they aren't enough to save the game. Your time is really too precious to mess with stuff like this. Please forget it exists.

—Miguel Lopez



PROS:

■ Nice graphical effects

■ Might be last *Army Men* game

■ Might be last *Army Men* game

■ Might be last *Army Men* game

■ Might be last *Army Men* game

■ Might be last *Army Men* game

■ Might be last *Army Men* game

■ Might be last *Army Men* game

■ Might be last *Army Men* game

■ Might be last *Army Men* game

■ Might be last *Army Men* game

■ Might be last *Army Men* game

■ Might be last *Army Men* game

■ Might be last *Army Men* game

■ Might be last *Army Men* game

■ Might be last *Army Men* game

■ Might be last *Army Men* game

CONS:

■ Repetitive missions

■ Chuggy framerate

■ Chuggy framerate

■ Chuggy framerate

■ Chuggy framerate

■ Chuggy framerate

■ Chuggy framerate

■ Chuggy framerate

■ Chuggy framerate

■ Chuggy framerate

■ Chuggy framerate

■ Chuggy framerate

■ Chuggy framerate

■ Chuggy framerate

■ Chuggy framerate

■ Chuggy framerate

■ Chuggy framerate

BOTTOM LINE: It sucks to

say it, but this is yet another

bad *Army Men* game.

It's

not

even

close.

It's

not

even

close.

It's

not

even

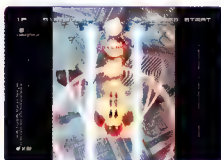
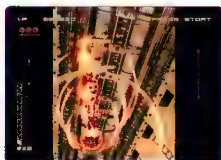
close.

It's

not

even

D



IKARUGA

Ikaruga is the real deal. Can you cope?

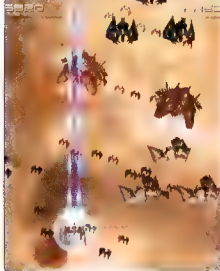


Did you mod your Dreamcast and import *Ikaruga* when it came out in Japan last year?

No, you didn't. God, you make me sick. You have a chance to redeem your sorry face, though, by playing it now on GameCube. And you totally should. Why? Because *Ikaruga*

is hot, that's why, and you don't need 20 years of experience playing 2D shooters to appreciate it.

It seems simple enough when you look at it: You fly around, shoot stuff, and avoid bullets. Wave upon wave of enemies descend upon you, and you shoot the crap out of them, eventually getting to a huge, ticked-out boss that requires you to **think in wicked patterns in order to kill it**. It's a standard formula, but *Ikaruga* flips it enough—and looks damned good while doing so—to make it feel like the freshest thing in the world



Basically, all the enemies in the game are either black or white. Your ship can also swap between these colors. Your shots will do more damage to enemies of the opposite color; enemy bullets of the same color will go right through you. Now, imagine an ocean of bullets in one color. Then, imagine 5,000 more of the opposite color in that same ocean. You're basically going to have to **swap colors, like, 10 million times just to stay alive** in a storm like that, not to mention strategize like crazy to shoot the right enemies with the right bullets. Can you deal with that type of insanity? Is it in you to cope with such pure gameplay? Or are you just a weak little chump?

There's only one way to answer that question: Play *Ikaruga* and prove to the world that you can do it, or pass on it and die like a dog in obscurity.

—Miguel Lopez



Most bosses will play the dual-color thing to death. This guy in particular is a pain, but he looks fresh, huh?



Publisher: Infogrames

Players: 1-2

Also On: DC (import)

Genre: Shooting



PROS:

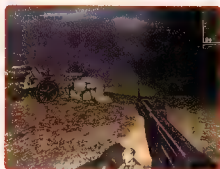
- Elegant gameplay system
- Rad-looking graphics

CONS:

- Harsh difficulty level

BOTTOM LINE: *Ikaruga* owns you. It's hard as heck, but it's also a pleasure to play and watch. Don't wuss out; play it.

A



BATTLEFIELD 1942: THE ROAD TO ROME

Publisher: Electronic Arts
Players: 1-64
Also On: PC, Xbox
Genre: FPS



More maps, more guns, and French people!



War may be hell in real life, but in Electronic Arts' brilliant, addictive *Battlefield 1942*, it's a little bit of

PC gaming heaven. This online multiplayer shooter, which pits two teams of players (up to 64 total) against each other in various WWII scenarios, took the PC gaming world by storm last year, mixing easy, *Quake*-like controls with more sophisticated vehicular combat and coordinated team play. It was easily one of the best games of the year.

Battlefield 1942: The Road to Rome is EA's first expansion pack, and it's a good one, giving us **more of what made the original great, while adding welcome new touches.** The expansion includes six new maps (set in the Italian campaign), two new armies to play (the Free French forces and the Italian army), and a few

brutal new weapons.

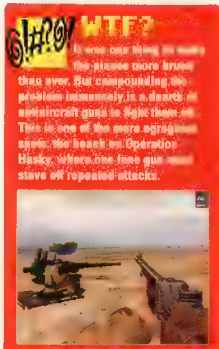
The new maps are awesome, featuring a broad mix of terrain types, buildings, rivers, bridges, and more that add tremendously to the gameplay. The steep, hilly

terrain, in particular, does wonders for foot soldiers, who can now skulk, hide, and attack much more effectively—encouraging players to venture out of the tanks and planes for a change.

Planes, however, are more brutal than ever—the one bummer here. Both the new British Mosquito and German BF-110 fighter-bombers let players rain down fast, brutal ground attacks, with not nearly enough antiaircraft guns to fight back. Get on a server with good pilots and prepare to die...repeatedly.

The only other complaint is one of cost. **Arguably, this all could have been a free download.** Still, at only \$20, you get some awesome new maps as well as a great piece of fantasy role-playing—the ability to fight as a French soldier. *Sacre bleu!* We surrender!

—Jeff Green



PROS

- Excellent graphics and sound effects
- Excellent graphics and sound effects

CONS

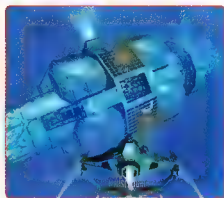
- Planes are too brutal

BOTTOM LINE: A great addition to one of 2002's best games. Not perfect, but close.

B+



Shooting at bad guys and dodging with the mouse-keyboard interface.



FREELANCER

Make your very own Kessel Run

Publisher: Microsoft
Players: 1-32
Also On: None
Genre: Space Sim

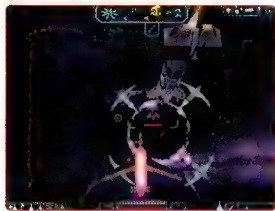
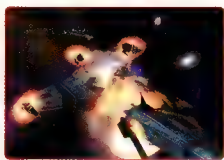


Admit it: When you watch *Star Wars*, you always think Han Solo—he's the scoundrel, not that Luke Skywalker kid, is the slicker fellow. Solo has the cool ship and the shaggy sidekick. He's no namby-pamby Boy Scout—he's the scoundrel with a heart of gold. Well, it may not be *Star Wars*, but Microsoft's new space sim, *Freelancer*, lets you **flyttr around in space, shooting, looting, and doing whatever you want.**

Old-school PC fans will remember *Privateer*, a game from 10 years back in which you did whatever the heck you wanted in space. While *Freelancer* has a single-player story line spanning 13 missions, the rest of the game is open. Feel like robbing some transports and selling their goods? Go ahead. You can hunt terrorists for the military—or, conversely, shoot down police ships with fellow pirates. Or just forget all that and explore the 48 star systems that make up the game's universe.

No need to grab a joystick for this game—it uses the same sort of mouse and keyboard setup you'd have in a first-person shooter. Like *Metroid Prime*, the control scheme sounds pretty grody at first, but after a short time, it clicks and becomes totally natural.

TRY THIS
One a bunch of friends, you the game. multiplayer action and have everyone play together with friends. Have one guy be the leader and everyone else join together with him. Now, whatever you are the leader navigates for the game, while everyone else controls their own ships. It's like being a boss and a gunner in space.



Some might find the combat repetitive, and the story line is pretty cheesy. Really grumpy old-school space simmers will be annoyed by the lack of a joystick option. But in the grand scheme of things, those dings aren't enough to detract from the overall experience. It's been a long time since *Privateer* came out, and it's time for a new generation of gamers to unlock their inner space pirate/bounty hunter/cop.

—Thierry Nguyen

PROS:

- Vast universe
- Huge range of weapons

CONS:

- Story line is pretty cheesy
- A joystick option

FINAL VERDICT:
to-play space simmers will be annoyed by the lack of a joystick option.

A-

INUYASHA: A FEUDAL FAIRY TALE

A good anime game? How bizarre



Most anime-based videogames are... I'll say, "uninspired" (OK, they suck).

So, I wasn't looking forward to *Inuyasha*, especially since I really enjoy the manga and anime it spawned from.

That's why I'm pleased to report that *Inuyasha* is actually good. Granted, it's a standard 2D fighting game—not as deep or involved as your typical Capcom fighter—but it's still fun to play.

Fans of the show, obviously,

will get the most out of *Inuyasha*, especially during the fairly involved Feudal Fairy Tale mode (the game's story mode). As you fight in this mode, you collect crystal shards from your enemies by attacking them with a specific move. By earning a set number of shards, you unlock one of the nine hidden characters (you begin with just Inuyasha and Kagome).

Inuyasha is chock-full of gorgeous still images from the show, and the game's cinematics are accompanied by full voiceovers. Strangely, all of the dialogue is in Japanese with



English subtitles—the voice actors who dubbed the anime into English didn't record any dialogue for the game. Whether this is good or bad depends on your personal taste.

The worst thing you can say about *Inuyasha* is that it's not very complex. Still, as a fan of the show, I didn't mind. I had fun unlocking the characters and all the other secret goodies. Quality PS1 games are rare these days, so don't miss out on *Inuyasha*, especially with its \$20 price tag.

—Phil Theobald

TOP SECRET

By playing through Feudal Fairy Tale mode as Kagome, you unlock Kagome's Backpack. In this hidden area, you can listen to the music, look at the pictures, and play the minigames you've unlocked in the main game. You can even customize the voice samples, changing what characters say at certain points in the game.

PROS

- Nice graphics and voiceovers
- True to the anime

CONS

- It's simplistic
- No English dubbing

BOTTOM LINE: *Inuyasha* fans will dig it the most, but it is still a fun fighter.

B

PINOBBEE

A perfect way to kill your PS1 buzz



Something's askew in the land of PlayStation. No, it's not the fact that

Pinoabee, a grumpy robotic stinger without a heart, is buzzing about trying to save his grandpa. That's a fairly normal occurrence for a videogame.

Rather, it's the fact that

Pinoabee is a straight-up, pixel-perfect port of a GBA game. In case you're not paying attention, that's GAME BOY ADVANCE. And this is PS1. You can probably guess how grody this game looks on your TV screen (if not, just check out these crusty screenshots).

Adding insult to the already injurious graphics is the fact that *Pinoabee* is a rather mediocre GBA game to begin with.

But hey, it's not all bad. As a mindless diversion, *Pinoabee* is pleasant enough—for your kid brother or sister. The gameplay mechanics are extremely simple (one button to dash around,

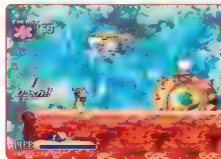


Publisher: Konami.
Players: 1
Also On: GBA
Genre: Action



DID YOU KNOW?

Pinoabee's developer, Atrix, is the team behind the acclaimed Xbox platformer *Blinx*.



D-pad for movement...and that's it). The levels are easy enough to negotiate, although they're a bit too barren and repetitive for my tastes. The quirky story and lead character are also quite endearing.

Still, *Pinoabee* is best for those gamers who don't know any better. For the rest of us, it's easy enough to scour the bargain bins for a bevy of better platformers, many of which can be found for a few bucks cheaper than *Pinoabee*.

Unless, of course, you have a thing for insects. In that case, this is one of the better arthropodal titles out there.

—Gary Steinman

PROS

- Simple control
- Good for lagging gamers

CONS

- Grody graphics
- Bland levels

BOTTOM LINE: Very boring when there's so many better platformers to play!

D





When you return "accidental" rooms, such as these glasses, to ghosts, they reward you with handy tools.



After you complete the game once, you can start it again with a key for Alyssa's wardrobe, so you can choose an outfit for her from the five available.



CLOCK TOWER 3

Mysterious and spooky, it's altogether ooky



Publisher: Capcom
Players: 1
Also On: None
Genre: Survival-Horror



As far as I'm concerned, there are too few games with really gripping story lines. *Clock*

Tower 3 has one, with the bonus of evil enemies attempting to impede your progress as you unravel this increasingly twisted tale.

Unlike most survival-horror games, where you're battling enemies with an array of weapons, *CT3* effectively gives its main character none (at least until the boss battles). Since you play as a teenage girl with virtually no defenses (save for a vial of holy water that merely slows down pursuers), the game is scarier than most—and that's

the idea. After all, what's more fright-inducing: facing off against an enemy with a BFG, or hiding behind a diaphanous curtain while a **maniac with a sledgehammer hunts you down?**

As the main character Alyssa, you spend much of the game evading would-be murderers as you gather clues that help you unlock the circumstances surrounding your mother's disappearance. If things get too intense, Alyssa's Panic meter becomes full, and she'll flail around or stand still and quiver—either way, she's an easy target. Luckily, you can find bottles of lavender water,

which you can use to calm her down.

Fantastic cinematics are well integrated into the gameplay to move the bizarre story along and help you figure out the secrets behind Alyssa's predicament. Unfortunately, **the enemies' outrageous stupidity sometimes snaps you back to reality** when you're happily immersed in the game. For instance, you can hide in a toilet stall and the scissor-wielding creep who was chasing you won't bother to open the door to slice you up.

Other than the lame enemy A.I. and the sometimes wacky camera, the major downside to *Clock Tower 3* is its short playtime. But it's very fun while it lasts.

—Carrie Shepherd



STUMPED?

Having trouble with the clock puzzle in the 3rd level? Here's the solution: You need to change the time to match the time in the picture that fell off the wall. Left: 1:00, Right: 2:00, Bottom: 3:00, and 4:00. Change the time to 2:00, revealing a secret door.



PROS:

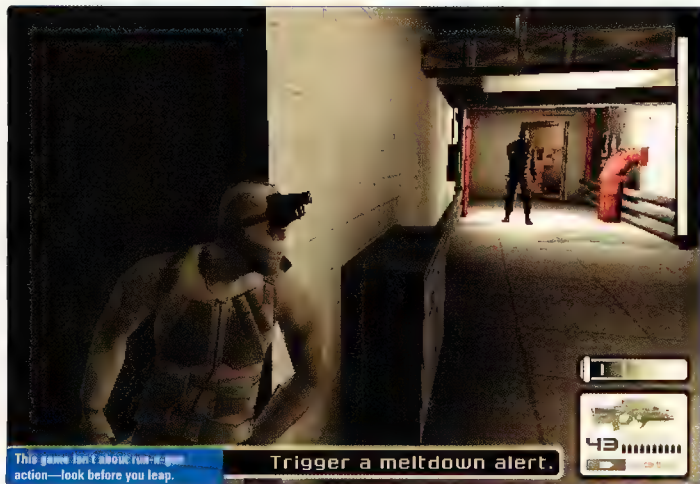
- Intricate story line
- Amazing atmosphere

CONS:

- Idiotic enemies
- Too short

BOTTOM LINE: This is a compelling adventure you won't want to stop playing.

B+



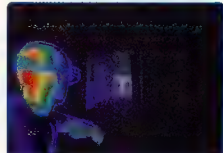
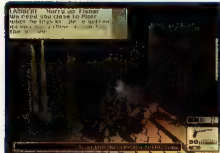
This game isn't about run-and-gun action—look before you leap.

Trigger a meltdown alert.



STUMPED?

In the Chinese Embassy stage, dealing with the guards in the sewers can be a pain, since you aren't allowed to kill anyone. Try starting with a smoke grenade, and then run in and knock 'em out with the butt of your gun.



SPLINTER CELL

Xbox's bad boy makes his way to PS2

Publisher: Ubi Soft
 Players: 1
 Also On: Xbox
 Genre: Stealth



This was one of the most popular games on Xbox last year, and for good reason: It's an **uncomfortably**

tense, uncannily realistic stealth game that's arguably better than *Metal Gear Solid 2*. Sam Fisher's tale of tactics, espionage might not be as bizarre or compelling as Raiden's story, but his conflicts are definitely easier to relate to. If someone told me *Splinter Cell* was based on actual events, I wouldn't bat an eye;



SUSHI SAYS

Stealth and your actions will: they can make a subtle warrior. So Sam Fisher invisible to the human eye. Be mindful of the light meter. If it is not completely black to the side of darkness, you'll be seen.

after all, the plot points are ripped from the headlines, all the game's weapons have real-life counterparts, and Sam's stealth moves can be performed by field experts.

Videogame clichés like an active map system and end-level bosses have been eliminated, making for a more down-to-earth experience. **You have to move through your missions slowly, always using darkness to your advantage;** a tripped alarm typically ends your game. This setup can be frustrating at times—especially when you can't figure out exactly where to go next—but once you master a stage's layout, it's a blast to go through it repeatedly, trying to be sneakier and stealthier every time.

Those interested in knowing which version of *Splinter*



Cell stands supreme shouldn't be surprised when I say the PS2 version is still tops. The PS2 game, while damn fine looking, isn't nearly as visually arresting as the Microsoft edition. That said, it's important to note that the PS2 version has been given some subtle improvements: The stages are more streamlined, the alarm system is more forgiving, and the additional Nuclear Plant mission is terrific. Really, *Splinter Cell* is a must-have game, on any platform.

—Ethan Einhorn



PROS:

- Tense and exciting
- Lots of replay value

CONS:

- Xbox version is better
- Frames are dips occasionally

BOTTOM LINE: Sam Fisher redefines the stealth genre on PS2. Buy one.

A

DYNASTY WARRIORS 4

Publisher: Koe
Players: 1-2
Also On: None
Genre: Action



More of the same...only better



Most of you who've played *Dynasty Warriors* games see the series in one of two ways: It's a fun way to burn a little time kicking serious ass, or—if you're like me—it's a fun way to burn a lot of time kicking serious ass. *Dynasty Warriors 4* isn't particularly different from

any of the previous games in the series, but it is the most polished. The new features are just enough to keep *Dynasty Warriors* veterans involved for dozens of hours; meanwhile, anyone looking to see what the series is about might as well head straight to the best one yet.

Nothing has changed about the setting: You're still one of 40-plus playable warriors fighting in battles of thousands during the Three Kingdoms era of ancient China (ca. 200 A.D.), and the main mega-skirmishes involve the same scenarios as before. They're all laid out differently, though, and many more are available.

Experienced players will also notice a change in attack motions. Not only can every character



take out a slew of surrounding enemies by jumping high and slamming them into the ground, but each character also packs a new set of awesome special moves. You can even use them in the one-on-one officer duels that act like a straight-up fighting game. Most other new features are more nice than useful, but it's cool to have them there.

And, as always, it's definitely a bonus to have a new *Dynasty Warriors*

—Chris Baker

SWEET SPOT

Believe it or not, strategy often plays a huge role in this game. Do you flank the enemy general with a head straight through house opposition? Is it even worth it to pursue when your own general's defenses are weak? Yeah, you can just see guy on a field of thousands, but you're also most effective, and your actions definitely affect the result of the battle.

PROS:

- Best *Dynasty Warriors* yet
- Lots of replay value

CONS:

- Essentially same as other *DWs*
- Occasional slowdown

BOTTOM LINE: Few hack-and-slash games feature the depth, strategy, and thrill of *Dynasty 4*.

A-

THE KING OF ROUTE 66

Publisher: Sega
Players: 1-2
Also On: None
Genre: Driving



Breaker! Breaker! Gotcher ears on, bud?



The original 18-Wheeler was a decent game despite being way too short. Its average play time was about 20 minutes, and it had only four stages. *King of Route 66* promised to remedy the situation with loads of levels to play through, and it delivers in that respect. Unfortunately, each course is about half as long as the ones from the



QUEEN OF ROUTE 66

One thing *Route 66* has going for it is the Queen mode. In it, you play little fetch quests within regular game levels (finding diamonds and the like) and depending on your success, you can upgrade your truck with various parts. Some parts change your look, while others improve performance. It's like *Gran Turismo* meets 18-Wheeler. The early stages are still too difficult, though.



first game, meaning you barely get into what you're doing before the level's over and you have to sit through more story bits or another Loading screen. So, even though there are more stages, none of them last long enough to be entertaining. Plus, *Route 66*'s learning curve is such that the first couple stages have to be played over and over

and over again, which becomes pretty annoying when you realize each level needs to reload every time you restart it. The game isn't fun enough for most players to care after attempting the same stage for the 12th time. The Dreamcast-quality graphics don't help things, either.

Still, there are worse driving games out there, and if you were a fan of the original title, you'll find something to like in *King of Route 66*. It's a solid game, just not solid enough to keep most racing enthusiasts going. Give it a rental.

—Greg Sewart

PROS:

- Queen of Route 66 mode
- Lots of stages

CONS:

- Stages are too short
- And too difficult

BOTTOM LINE: A short and somewhat frustrating experience that's a good rental.

C+

AMPLITUDE

If it's too loud, you're too old



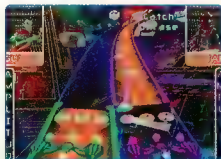
You've got a hankering to make music, but you can't carry a tune. No sweat—

Amplitude makes your musical aspirations come true by allowing you to remix tunes from popular artists like

Weezer, Pink, and Blink 182, among others. And you don't have to spend years learning to play an instrument—**all that's required is the ability to tap your fingers to a beat** and move an onscreen ship left and right to different tracks.

Amplitude will look familiar to those who've played Sony's

Frequency—this is technically its sequel. Amplitude's graphics are better, the song selection is stronger, and thanks to the addition of green indicator arrows, it's a lot easier to tell which musical track you need to switch to in order to continue your combos. And, multiplayer and online play no longer feel like



Two...
bars of...
to clear.

afterthoughts. But the biggest change—the flattening of Frequency's cylindrical play field—ends up as more of a curse than a blessing. With the new flat play field, there's no fast way to get from one side to the other, making continuing a combo nearly impossible.

Despite that minor drawback, this is still a highly enjoyable game that's worth your time, even if you've never made virtual music before.

—Chris Johnston

Publisher: Sony CEA
Players: 1-4
Also On: None
Genre: Music



Play a full line of...
this switch to...
your combo.



PROS:

- Great selection of music
- Enjoyable multiplayer mode

CONS:

- Steep difficulty curve
- Tough to keep combos

BOTTOM LINE: Amplitude is an addictive game worth your time, even if you aren't musically inclined.

B+

WORLD SERIES BASEBALL 2K3

World Series swings for PS2 fences



WSB has just about everything a baseball fan could want, and it will definitely win over its share of fans this year. It's just not for me.

Lots of people, and possibly even you, dear reader, will love this game. **Its cursor-based batting and pitching system is a good go-between for non-sim freaks.** No matter how bad a hitter Coco Crisp is (yes, he plays for the Indians), you can atone for his weaknesses with good stick skills. That's a turn-on for some, but I want these guys to be limited, or unlimited, depending on their real-life skills



WSB is offense heavy, and despite the relatively small hitting reticule, **I feel like I can hit line drives at will, even on higher difficulties.** At least the CPU's offense is also better this year, which is a welcome change.

Franchise mode is WSB's calling card, and it sports a full array of options to



peruse. You can hire and fire your assistant coaches, hire minor league scouts, and basically run the show to whatever extent you desire. WSB looks and sounds the part of a first-rate baseball game, so there's no problem enjoying it on that level. If assembling dream-team "what if" rosters and piling up big offensive numbers are your thing, WSB comes through in spades. But if you're seeking a true baseball challenge, 3DO's High Heat is the way to go.

—Dan Leahy

Publisher: Sega Sports
Players: 1-8
Also On: Xbox
Genre: Sports



PROS:

- Throwback errors
- Easy-to-learn controls

CONS:

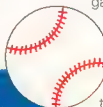
- Fielding animations are controls get bogged down times

BOTTOM LINE: Pretty good, but don't expect a hardcore sim.

B

TRY THIS

try to trade equal talent and be creative with package deals to acquire stars from other teams. We applaud the game's trade logic, you'll get a stern response from any lopsided deals. Oh, and don't even think about going after Nomar, Derek Jeter, or other franchise players. You'll get, "Our team is built around Nomar Garciaparra, we're not trading him." Fun stuff.



MVP BASEBALL 2003

MVP looks, plays like a winner



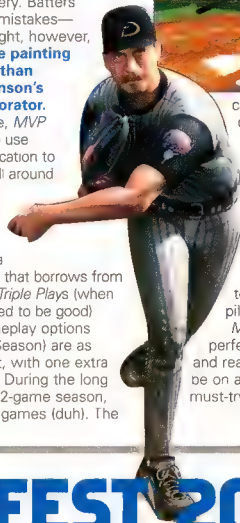
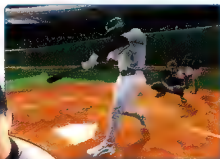
EA Sports took years of abuse, both critical and commercial, for its subpar *Triple Play* series. Well, change, as they say, is good (they do say that, right?), as *MVP Baseball* is the most surprising baseball title of 2003.

MVP's biggest asset is its pitcher/batter interaction. When you're on the mound, an arc appears as you deliver the

pitch, you perform a tap-release button combo with each pitch to determine the effectiveness of your delivery. Batters will hit your mistakes—hard. Do it right, however, and **you'll be painting more black than Marilyn Manson's interior decorator.**

At the plate, *MVP* forces you to use timing and location to knock the ball around. It's similar to *High Heat*, but a little more arcadey. It's a good system that borrows from Genesis-era *Triple Plays* (when the game used to be good).

Other gameplay options (Franchise, Season) are as you'd expect, with one extra cool feature. During the long grind of a 162-game season, you can sim games (duh). The



catch is, at any point during the sim, you can jump into the game. See your team losing 3-1 in the seventh? Hit a button and try to save the day. This is a nice balance for gamers who hate to see sim losses pile up.

MVP strikes a near-perfect balance of fun and realism, and it should be on any baseball fan's must-try list.

—Dan Leahy

Publisher: EA Sports
Players: 1-2
Also On: Xbox
Genre: Sports



PROS:

- Great stadium atmosphere
- Innovative control scheme

CONS:

- Awkward throwing mechanics
- CPU AI, a bit timid at the plate

BOTTOM LINE: This will definitely hold your attention for a while—a winner.

B+

MLB SLUGFEST 20-04

Slugfest slams home another winner



Midway's *Slugfest* franchise was born last spring and quickly became one of the year's top baseball titles. It seems mayhem and violence aren't just reserved for sports that actually encourage such tactics (like hockey or football). **Forget the serene day at the ballpark;** *Slugfest* delivers action, fistcuffs, and plenty of fun.

Fans of last year's game will certainly recognize the *20-04* edition. On the mound, players have howitzers for arms, and they use them to deliver the nastiest pitches you'll see in any baseball game. At the plate, judicious use of the Turbo button will help you catch up with the heat.

One nice change comes in the rosters, where Midway has upped the list to 20 players per team. It's not a



significant addition, but it will please baseball buffs who like to see specific guys in specific roles (stealing a base, pitching relief, etc.) that line up with a real-life MLB setup.

The game's main mode is Create-a-Team, which allows you to assemble a roster of your big-league favorites. Pit 'em against every other team in the league and shoot for the title.

Slugfest is full of graphical and aural delights, and it sports some of the best-looking stadiums, players, and animations in the genre. Fantasy stadiums are a cool extra, and one-liners from color man



Jimmy Shorts keep the action fresh. If you're not a baseball purist, or are just looking for a nice change of pace, *Slugfest* is a perfect choice.

—Dan Leahy



PROS:

- Pretty deep gameplay
- Create-a-team mode

CONS:

- Zany visuals, a nod for everyone

BOTTOM LINE: Not a huge step forward from *20-03*, but still a fun, engaging title. Midway is on the right track with *Slugfest*.

B+

Publisher: Midway
Players: 1-8
Also On: Xbox, GC, GBA
Genre: Sports





Hidden characters, extra weapons and undiscovered worlds are all at your fingertips. Cut out the cards, slip them into the game's case for a quick trick.

When you get the itch, punch in these codes and really get into the game.

Check out www.getintothegame.com to download a coupon for \$5 off any game on this card. While you're there, get the scoop on all the hottest games and accessories.

THE LEGEND OF ZELDA: WIND WAKER



GAMECUBE

TREASURE-CRABBING TIPS

Every ring of light you see on the Great Sea indicates that there is a treasure chest under the water that you can haul up with your Grappling Hook. However, this ring of light fades as you approach it, making it hard to determine where exactly you need to drop your Grappling Hook. Here's the best way to do it: Face the ring of light with the wind at your back and sail directly at it. As soon as the ring of light vanishes, put away your sail by pressing the [Z] button and drop your Grappling Hook into the water. If you do it properly, you'll wind up looking the chest on the first try almost every time! Also pay attention to the floating chimneys as you approach the treasure. The louder the tingling, the closer you are to it.

Rings of light with bright beams of light in the center of them mark the locations of underwater treasure that Treasure Chests lead to. These brighter rings of light fade more quickly as you approach them. Use the Treasure Chest to see your boat's current position relative to the location of the treasure. Slowly move toward the treasure by steering the boat with the [X] trigger, and keep switching back and forth between the Treasure Chest and the game screen to line yourself up perfectly.



SPINTER REU



PLAYSTATION 2, XBOX

HOT TIPS

During a mission, you will find many dark areas it's hard to hide. However, at times, you will need to create your own darkness. The paint you carry is silent and you can use it to shoot light—providing instant concealment. Don't go overboard and shoot every light you see, though. You have a limited number of bullets and shooting lights attracts attention. The sound of the glass breaking may alert a guard and cause him to investigate. Be sure all enemies are far enough away from the light when you shoot it.



In later missions, you have access to a diversion camera which you can fire at a wall. This camera makes walls to attract or enemy. You can also use it to back out an enemy with the gun function. In fact, you can most often use distractions and diversions to lure enemies into positions where you can incapacitate them.

GET INTO THE GAME.COM

©2003 Target Stores. The Bullseye Design is a registered trademark of Target Brands, Inc. All rights reserved.

YU-GI-OH!: DUELIST OF THE ROSES



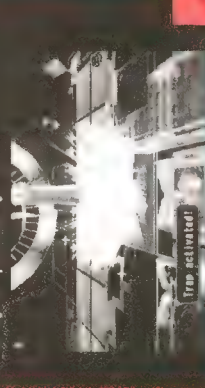
PLAYSTATION 2

MONSTER-BATTLING SKILLS

In Yu-Gi-Oh! the Duelists of the Roses, the strongest monster almost always wins, so it's a good idea to weaken an enemy monster before you fight it. The most effective way of doing this is with Trap Cards, such as Spellbinding Circle, Mesmerizing Control, and Tear of the Mermaid. These cards spellbind opposing creatures and do not reduce their ATK and DEF ratings. If you don't have any Trap Cards, play trap-heavy decks like Pegasus or Darkwings-Valley. You can find their traps for your own use through the Graveyard Site Machine.

Another good way of decreasing

enemy monster strength is with Effects Monsters, such as Selection of Secrets, Kogoroshi and Tenguio. These monsters weaken an enemy monster when they are killed. Summon them into the defense position in front of an attacking enemy monster, let them die in battle, and give your opponent a nasty surprise. Another way to weaken a monster's ATK and DEF ratings is to make it battle your monsters on unfavorable terrain. Lure a Fiend in light to the forests, or better yet, use a Magic Card to change the terrain into forests, thus dropping off 500 points immediately from its strength.



Trap activated!



Hidden characters, extra weapons and undiscovered worlds are all at your fingertips. Cut out the cards, slip them into the game's case for a quick trick.

When you get the itch, punch in these codes and really get into the game.

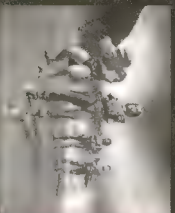
Check out www.getintothegame.com to download a coupon for \$5 off any game on this card. While you're there, get the scoop on all the hottest games and accessories.

DRUTE FORGE



TEAMMATE TIPS

For is your biggest threat, the one most able to deal damage and take a hit. He's the guy to efficiently clear out a lot of enemies. Tex, especially when he activates his Grenade mode with the right team backup, can beat his way through most obstacles.



XBOX

Battle: Brutus is your best all-around Operative. He likes the same weapons as Tex, but he's faster than Tex, and can quickly close in on enemies and escape easily. His senses will allow him to pick up many contacts where your other Operatives see only scenery.

Hint: Hawk is all about stealth. Her special attack needs her cloaking mask, her silent approach, and everything about her is geared toward stealth. Naturally, the best time to use Hawk is on a delicate mission when you need to stay out of sight.

AT THE VINEYARD



SUPER MOVES

When first starts, buy a match, use your quick stick and soft triggers to weaken your opponent. These moves are easy to pull off and hard for your opponent to counter or reverse. Once you've gained the upper hand, move on to hard graphics to get momentum on your side. When it comes to momentum, it's not about strong moves. It's about victory. If you keep pulling off the same

maneuvers over and over again, the crowd will boo, and you actually lose momentum in the match. It's when you add kicks and stuns to your punches and punches that the match really begins to turn in your favor. The faster your momentum swells up, the faster you can finish off your opponent with one of the lethal Bizarro moves in your arsenal.



PLAYSTATION 2, GAMECUBE



GET INTO THE GAME.COM

©2003 Target Stores. The Bulldozer Design is a registered trademark of Target Brands, Inc. All rights reserved.

PRIMAL



FIGHTING TIPS

- The Abolix is the heart of battle; they leave her open and vulnerable as she executes them. They are also required to finish off demon enemies, as their hearts will regenerate if they are not eliminated this way.
- Jan hunts enemies by pressing Triangle as well as degrading them, as their hearts will regenerate if they are not eliminated this way.
- By pressing the various attack buttons in different orders, Jan can pull off damaging combo attacks. Use [R1] for stabbing the left monkey side. During a battle against multiple enemies, press [X] to cycle through and lock onto different opponents.
- When fighting tougher enemies, Jan will need to execute super attacks, which are also finishing moves, by simultaneously pressing [L2] and [R2]. These attacks take off more damage, but are



PLAYSTATION 2

HIGH HEAT MAJOR LEAGUE BASEBALL 2004

The definitive console version of sim baseball

Publisher: 3DO
Players:
Also On:
Genre:



NON PLAYING



The PS2 version of *High Heat* came and went; I passed it off as good, but it wasn't a great

jump from 2003, and it actually lost ground in framerate and other playability issues. If I had to review the PS2 version now, I'd mark it down at least a letter grade. That's how good the Xbox version of *HH 2004* is.

It's amazing how much the



look of a game can affect your eagerness to play it. *High Heat* for Xbox is not a graphical wonder by any means, but it is clean and detailed, and it features smooth animation. None of this crap where you see the ball popping to home plate—here, the ball comes in, and you see it the entire time. It makes the whole experience more enjoyable.

With its graphics and presentation nailed down, *High Heat* is one formidable baseball



game. It easily has the best artificial intelligence on the market, forcing you to think through your decisions. Franchise mode lacks some of the frills of other titles, but we like the no BS approach.

Game modes are on par with the competition, save for 3DO's unique 2-on-2 showdown. This pits one pitcher and one hitter against another similar tandem, and scores are built on balls, strikes, and hits. It's a good multiplayer way to handle a roomful of *High Heat* fans (if that ever happens).

—Dan Leahy



NBA STREET VOL. 2

Street soars with old-school cool



Publisher: EA
Players: 1-4
Also On: PS2, G.
Genre: Sports



NBA Street is back, and it's bigger, bolder, and definitely better. It plays very little like

real basketball, but that's just fine for gamers looking for NBA action with street style.

Street's got...well, street cred, with its old-school look and funky music. Menus and other graphical tweaks look like they were ripped from the Nike "funkt" series of commercials, and lend definite personality

On the court, *Street* has all the great features of first game, plus a few nice changes. The roster of available offensive moves has been greatly expanded: A typical sequence might involve a couple of insane dribble fakes, a kick pass, a killer crossover, and a double alley-oop jam. If that doesn't get your blood going, you have no soul.

While the offense offers a wide array of weapons, don't



think this is going to be a cakewalk. Defensive players bump, push, and jump out of the gym to block shots. New this year is the ability to interrupt fancy dribble moves with an aggressive *Steal* button.

Overall, options abound, and *Street* will please whether its played in single-player mode or with up to four friends. The best addition to the game is the inclusion of 30-plus legendary NBA players. George "Ice Man" Gervin, Dr. J, Larry Bird, Wilt Chamberlain, and Michael Jordan lead the charge. Addictive, graphically polished, and full of



unlockables, *NBA Street Vol. 2* is a surefire hit

—Dan Leahy



TAO FENG: FIST OF THE LOTUS

I want to fight this fighting game



I have just returned from a long pilgrimage, my friends. I prayed long and hard from the

very depths of my soul. For what reason, you ask? I was praying to end a drought, my students; however, it was not rain that I was praying for. No, what I sought to end was Xbox's

drought of good first-party fighting games. With *Kakuto Chojin* and *Kung Fu Chaos* turning out as they did, I was sincerely hoping that *Tao Feng* would set a precedent for excellence. Sadly, it has not.

You would think otherwise, at first glance. Indeed, there are few games with such impressive production values—the characters are exquisitely modeled, and the special effects accompanying their most powerful attacks are quite awesome to behold. Their designs are quite questionable, but from a sheer technical standpoint, it's hard not to be impressed. Still, once you see through the game's flashy veneer, its true nature is revealed—that of a **somewhat stilted and deeply flawed fighter**.

To put it simply, the response time between an input and the actual execution of an attack is



somewhat off—it's as if the fighters were battling in a swimming pool. The ambitious in-game camera works against you; it sometimes entirely flips your view, causing all sorts of confusion. For a game that requires precision above all else, this is simply unacceptable. Factor in the canned combos that most characters' move-lists consist of, and you have something extremely questionable. **You do not need to waste your time with this, friends.** Not when games like *Soul Calibur II* are on the horizon.

—Sushi-X



Publisher: TDK Interactive
Players: 1
Also On: PS2
Genre: Fighting



UFC TAPOUT 2

Let loose your rage in the steel cage!



As shown in *Tapout 2*'s intro sequence, the Ultimate Fighting Championship is

home to modern-day gladiators, men who engage in combat for sport and glory. But these guys aren't using swords to fight—they're bashing each other with their bare-freaking-hands!

As in the previous *Tapout* game on Xbox, exceptional character models will



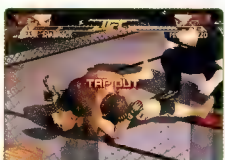
undoubtedly draw in excited UFC fans. The **fighters are rendered with great attention to facial structure and muscle tone**, so they really look like their real-life counterparts. But while the fighters look significantly better than those in last year's game, the animations are nearly all recycled, so it feels a lot like the old version. *Tapout 2* also suffers from poor hit detection; **punches and kicks often connect for damage even though you're swinging at air.**

All things considered, *Tapout 2* may be an enjoyable next step for fans of the first game. The new play modes allow

players to vie for the UFC championship in a variety of weight classes, and then to defend the belt against all comers. And the Character Creation mode is interesting enough, albeit short-winded.

For those who aren't impressed by flashy graphics, *Tapout 2* doesn't present as much innovation as other recently released fighting games on other platforms. But if you only have an Xbox, then the bloody carnage of the Ultimate Fighting Championship may be good enough for you (at least until *Soul Cal II* comes out).

—Gerald Villoria



Publisher: TDK Interactive
Players: 1
Also On: PS2
Genre: Fighting



THE ESRB VIDEO & COMPUTER GAME RATINGS

**Find out whether a
computer or video game
is right for your home.**

Learn more about the Entertainment Software
Review Board rating system and how games
get rated on www.esrb.org.



EARLY CHILDHOOD

Titles rated "Early Childhood (EC)" have content that may be suitable for children ages three and older and do not contain any material that parents would find inappropriate.



EVERYONE

Titles rated "Everyone (E)" have content that may be suitable for persons ages six and older. These titles will appeal to people of many ages and tastes. They may contain minimal violence, some comic mischief (for example, slapstick comedy), or some crude language.



TEEN

Titles rated "Teen (T)" have content that may be suitable for persons ages 13 and older. Titles in this category may contain violent content, mild or strong language, and/or suggestive themes.



MATURE

Titles rated "Mature (M)" have content that may be suitable for persons ages 17 and older. These products may include more intense violence or language than products in the Teen category. In addition, these titles may also include mature sexual themes.



ADULTS ONLY

Titles rated "Adults Only (AO)" have content suitable only for adults. These products may include graphic depictions of sex and/or violence. Adults Only products are not intended to be sold or rented to persons under the age of 18.



RATING PENDING

Product has been submitted to the ESRB and is awaiting final rating.

This message is brought to you by the Editors of:

ZIFF DAVIS MEDIA
GAME GROUP

**ELECTRONIC
GAMING
MONTHLY**

PlayStation

**COMPUTER
GAMING
WEEK**

**GAME
NOW**

XBN

**POCKET
games**

esrb.org



THE WINNERS: READERS' CHOICE 2002

We can't all be winners, but everyone who voted in our Readers' Choice poll is rad. These are the games that you, our readers, picked as the best of the 2002 releases. We couldn't resist throwing in our two cents as well—so peep our picks and see if they match yours. Drum roll, please...here are the winners.

BEST GAME OVERALL

1. *Metroid Prime*
2. *Grand Theft Auto: Vice City*
3. *Tom Clancy's Splinter Cell*

BEST PS2 GAME

1. *Grand Theft Auto: Vice City*
2. *Kingdom Hearts*
3. *SOCOM: U.S. Navy SEALs*



BEST GAMECUBE GAME

1. *Metroid Prime*
2. *Animal Crossing*
3. *Super Mario Sunshine*



BEST XBOX GAME

1. *Tom Clancy's Splinter Cell*
2. *Metal Gear Solid 2: Substance*
3. *Steel Battalion*

BEST GAME BOY ADVANCE GAME

1. *Metroid Fusion*
2. *The Legend of Zelda: A Link to the Past and Four Swords*
3. *Castlevania: Harmony of Dissonance*



BEST PC GAME

1. *WarCraft III*
2. *Age of Mythology*
3. *Neverwinter Nights*

BEST ACTION GAME

1. *Super Mario Sunshine*
2. *Tom Clancy's Splinter Cell*
3. *SOCOM: U.S. Navy SEALs*



GAMENOW PICKS

TOM BYRON

Best Overall Game: Metroid Prime
I'll admit I haven't played the game all the way through yet, but Miguel has, and c'mon: It's a great piece of work all around, and it came right when GameCUBE needed it. Way to go Retro Studios.

Best PS2 Game: ATV Offroad Fury 2
Best GameCUBE Game: Metroid Prime
Best Game Boy Advance Game: Yoshi's Island: Super Mario Advance 3
Quite possibly one of the greatest games ever made.

Best PC

Game: Age of Mythology
I love RTSs, and this is one of the more imaginative ones I've played.

Best Action Game: Lord of the Rings: The Two Towers

A movie-based game that got it right.

Best Racing Game: ATV Offroad Fury 2

Best RTS Game: Age of Mythology

Best First-Person Shooter Game: Star Wars Jedi: Knight II: Jedi Outcast

Best Game System: PS2

I love GameCUBE, and Xbox is looking really strong, but the sheer number of great titles continues to give PS2 the edge.

Best Game Publisher: Nintendo

Three reasons: Metroid Prime, Yoshi's Island, and Mario Sunshine.



BEST RACING GAME

1. Need for Speed: Hot Pursuit 2
2. ATV Offroad Fury 2
3. TIE: Sega GT 2002 and Burnout 2



BEST SPORTS GAME

1. Tony Hawk's Pro Skater 4
2. Madden NFL 2003
3. NFL 2K3

BEST FIGHTING GAME

1. Virtua Fighter 4
2. Mortal Kombat: Deadly Alliance
3. Tekken 6



GAMENOW PICKS

CARRIE SHEPHERD

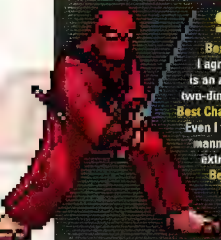
Best Game Overall: Animal Crossing
Cute. Funny. I'm all about it.
Best PS2 Game: Kingdom Hearts
Best Game Boy Advance Game: Phantasy Star Collection
Best Male Character: Tom Nook (Animal Crossing)
Tom Nook is not only cute, he's the richest man in town. He hooked me up with a house and a job, and he is always willing to buy whatever I'm selling. I love him.
Best Game Developer: Digital Eclipse
Best Place to Buy Games: Electronics Boutique
Worst Game: Shrek: Extra Large



GAMENOW PICKS

SUSHI-X

Best Fighting Game: Guilty Gear X2 (PS2)
I agree with my comrade Miguel that Virtua Fighter 4 is an almost divine achievement, but my soul is truly two-dimensional. In the best of ways, of course.
Best Character Overall: Hotsuma (Shinobi)
Even I fear Shinobi's protagonist. He is deadly, his manner of dress is quite honorable, and he animates extremely fluidly.
Best Female Character: I-No (Guilty Gear X2)
I am corribly bewitched. I-No has me doubting everything I once knew about myself. I cannot resist her twisted gaze. What is this feeling?



GAMENOW PICKS

ANDREW BURWELL

Best Game Overall: Splinter Cell
Best GameCube Game: Metroid Prime
Best Xbox Game: Steel Battalion/
Splinter Cell

I really can't decide. I love both games for different reasons.

Best GBA Game: Castlevania: RDB

Who would have thought that taking the Bay Area ferry to work could be so much fun?

Best PC Game: Anarchy

Online: Netum Wars

Best RTS Game: Age of

Mythology

Best Online Game: Anarchy

Online: Netum Wars

Best FPS: Metroid Prime

Best Game System:

Xbox

Thanks for pushing online and getting original content like *Steel Battalion*.

Best Character Overall:

Sam Fisher

Best Game Developer:

Nintendo

Thanks for bringing back the classics like never before.



BEST RTS GAME

1. WarCraft III
2. Age of Mythology

GAMENOW PICKS

NICOLE TANNER

Best Game Overall: Animal Crossing

What's left to say about it? It's totally unique, original, and just plain fun. What other game keeps you playing for an entire year?

Best PC Game:

Heroes of Might and Magic IV

Best Action Game:

Super Mario Sunshine

Best Online Game: The Sims Online

Best Game System: GameCube

Best Character Overall: KK Slider

Worst Game:

RollerCoaster Tycoon 2

This was a total ripoff. It was touted as a new version of the game when it was nothing more than an expansion pack. Hardly any new features and no issues from the original were fixed. It was more like *RollerCoaster Tycoon 1.5*.



BEST ONLINE GAME

1. SOCOM: U.S. Navy SEALs
2. Phantasy Star Online Ep. 1 & II
3. TIE: Battlefield 1942 and Unreal Tournament 2003

BEST STRATEGY GAME

1. WarCraft III
2. Age of Mythology
3. RollerCoaster Tycoon 2

BEST PUZZLE GAME

1. Tetris Worlds
2. Super Bust-A-Move 2

BEST ROLE-PLAYING GAME

1. Kingdom Hearts
2. Animal Crossing
3. The Elder Scrolls III: Morrowind



GAMENOW PICKS

MIGUEL LOPEZ

Best Game Overall: Metroid

Prime

They did it right. There were many doubters (myself included), but they've all been shut up. Now that they've been proven wrong, they're all waiting for the sequel.

Best Fighting Game: Virtua

Fighter 4 (PS2)

This is easily the best 3D fighter that's come out since *Soul Calibur*. If you're one of those freaks who likes *DOA3* better, come over here and I'll dropkick you personally.

Best Adventure Game: Metroid

Prime

Best RTS Game: WarCraft III

Best Game Developer: Retro Studios (Nintendo Second Party, of *Metroid Prime* fame)



GAMENOW PICKS

PHIL THEOBALD

Best Action Game:
Super Mario Sunshine
Best Adventure Game: Metroid Prime
Best Online Game:
Phantasy Star Online Ep. 1 & II (GC)

Best Music Game: Gitaroo Man
Why didn't anyone buy this game? It's the touching story of a boy, a girl, a robot dog, and a guitar-shaped weapon. What's not to love?
Best Male Character: Sly Cooper
Ratchet only wishes he were as cool as Sly Cooper. This tough-guy raccoon had me convinced that crime does pay.

Best Female Character: Oyu
The samurai chick from *Onimusha 2* is H-O-T hot. How can you resist that sexy armor?



BEST CHARACTER OVERALL

1. Samus Aran (Metroid Prime/Fusion)
2. Tommy Vercetti (GTA: Vice City)
3. Link (The Legend of Zelda: A Link to the Past)

BEST MALE CHARACTER

1. Tommy Vercetti (GTA: Vice City)
2. Link (The Legend of Zelda: A Link to the Past)
3. Mario (Super Mario Sunshine)

BEST FIRST-PERSON SHOOTER GAME

1. Metroid Prime
2. TimeSplitters 2
3. Medal of Honor: Frontline

BEST ADVENTURE GAME

1. Grand Theft Auto: Vice City
2. The Legend of Zelda: A Link to the Past and Four Swords
3. Eternal Darkness: Sanity's Requiem



BEST MUSIC GAME

1. DDRMAX: Dance Dance Revolution
2. PaRappa the Rapper 2
3. Britney's Dance Beat

BEST GAME SYSTEM

1. PS2
2. GameCube
3. Xbox

BEST FEMALE CHARACTER

1. Samus Aran (Metroid Prime/Fusion)
2. Kairi (Kingdom Hearts)
3. TIE: Candy Suxx (GTA: Vice City) and Rebecca Chambers (Resident Evil 0)

BEST GAME PUBLISHER

1. Nintendo
2. Electronic Arts
3. Sega

BEST GAME DEVELOPER

1. Sqauresoft
2. Retro
3. Sonic Team

P.S. To everyone (and there were zillions of you) who wrote in *Halo* as the best Xbox game. *Halo* may be the best Xbox game, but it wasn't released in 2002, so it can't win. Hmmmm, maybe it should win a special award anyway

BEST PLACE TO BUY GAMES

1. Electronics Boutique
2. Gamestop
3. Best Buy

WORST GAME

1. BMX XXX
2. Turok Evolution
3. Mortal Kombat Advance

WORST SYSTEM

1. Xbox
2. PC
3. GameCube

WORST COMPANY

1. 3DO
2. Microsoft
3. Acclaim



READERS' CHOICE

GAMENOW PICKS

ETHAN EINHORN

Best Game Overall: Shenmue II

This is not just the best game of 2002. It's one of the best games I've ever played.

Best PS2 Game: Kingdom Hearts

I've beaten it three times now, and I'm still not finished with it.

Best GameCube Game: Resident Evil

The pinnacle of the coolest horror franchise in gaming history.

Best Xbox Game: Shenmue II

The most absorbing game experience of 2002, by far.

Best Game Boy Advance Game: Castlevania: Harmony of Dissonance

Beats *Yoshi's Island* by a hair because it's a totally new game.

Best Action Game: Sly Cooper and the Thievius Raccoonus (PS2)

Best Racing Game:

Need for Speed 2: Hot Pursuit (PS2)

Best Sports Game: NBA 2K3 (Xbox)

Best Fighting Game: Virtua Fighter 4 (PS2)

Best Online Game: SOCOM: U.S. Navy SEALs (PS2)

Best Role-Playing Game: Kingdom Hearts (PS2)

Best First-Person Shooter Game: 007 NightFire (Xbox)

Best Adventure Game: Splinter Cell (Xbox)

Best Music Game: Gitaroo Man

Best Game System: Xbox

Best Character: Overall: James Bond (007 NightFire)

Best Male Character: James Bond (007 NightFire)

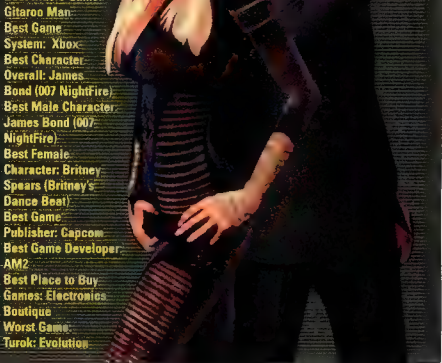
Best Female Character: Britney Spears (Britney's Dance Beat)

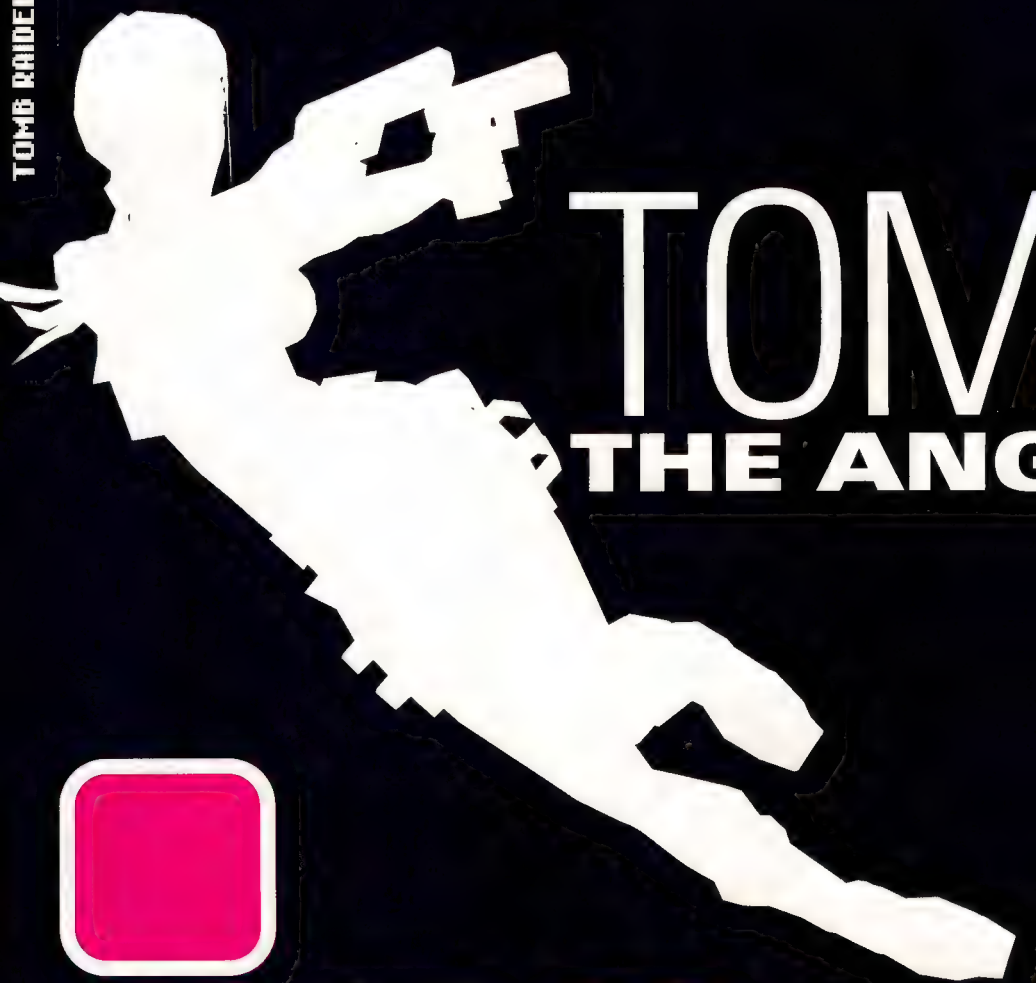
Best Game Publisher: Capcom

Best Game Developer: AM2

Best Place to Buy Games: Electronics Boutique

Worst Game: Turok: Evolution





TOMB THE ANG





By Ethan Einhorn

BRAIDER EL OF DARKNESS

THE REAL STORY

TC'mon—you're curious. It's OK to admit it. Everyone wants to know what's going on with this new *Tomb Raider* game. Well, *GameNOW* finally has the scoop. Core gave us the latest, most up-to-the-minute build of the game, and we're the first magazine in the world to see every single level. So...you got questions? We got answers.

IN THE BEGINNING...

It's been three years since we've had our hands on a new *Tomb Raider* game. That's a long time by Lara Croft's standards: Since the series' introduction in 1996, gamers were granted a new adventure every November for five years running. The first two games were massive mainstream successes, but *Tomb Raider III* started an unfortunate trend of diminishing returns, and by the

time *Tomb Raider: Chronicles* (the fifth game) rolled around, only Lara's most hardcore fans were still interested in playing. Ms. Croft was overworked and overexposed, and both she and her fans needed some serious time off.

HERE AND NOW

Enter PS2. The powerful new system's debut was the perfect opportunity for Core to recraft its superstar mascot. "When first sitting down to discuss where we wanted the series to go, we realized very early that nothing short of a complete overhaul would do," explains a developer at Core Design. "It was our first *Tomb Raider* on PS2, and we knew we had the possibility of making something very special. The game has been built from the ground up, whereas in many of the previous games, we used earlier engines. That's how we could release one title a year."

As they say, absence makes

the heart grow fonder, and we think enough time has passed for Lara to be relaunched as a hot commodity. It doesn't hurt that this game is scheduled to debut just prior to the theatrical release of *Lara Croft Tomb Raider: The Cradle of Life*.

WHAT'S IT ABOUT?

Murder, deceit, and escaping the law: That about sums up the game's opening, and things get bleaker from there.

"When we first heard this would be the series' darkest entry yet, we rolled our eyes. Who wants to see bubbly Lara Croft fighting personal demons instead of tigers and street thugs? But *The Angel of Darkness*' movie-like presentation is compelling, and it grounds the downer story so it doesn't come off as silly. Real character development actually takes place; in this new adventure, we get a much stronger sense of what



1996

TOMB RAIDER
(Saturn, PS1, PC)

Best moment: All's quiet in a large underground canyon when suddenly, a three-story-tall reptile charges at Lara, ready to rip her a new one. Everyone remembers being chased by that giant T-Rex.

But we'll try to forget: Lara's boxy, triangular breasts—they were two of the game's most highly touted features, but were pointy enough to poke out a tiger's eyes.

makes this cyber chick tick. All told, it's a smart direction for the series.

The Angel of Darkness is just the first part of an arching story that will cover three or four additional games. Explains Core, "The whole story has already been written, and the future games will tie in with this one. People or situations introduced in this game [will] come back later. Instead of three or four standalone games, we've opted for one story broken into chapters.... It's similar to *The X-Files* in that you can watch one episode and thoroughly enjoy it, but if you watch the whole series, it will make a lot more sense."

HOW DOES IT LOOK?

Visually, *Angel of Darkness*'s two-year development time has gone to good use. Where the PS1 games relied on the "gameplay over graphics" adage to remain viable (man, were Lara's early adventures ugly!), the PS2 game is jam-

packed with impressive eye candy. Walk into a kitchen, and you'll see a meticulously rendered tile floor streaked with blue rays of moonlight. Every pot, pan, and utensil resting on the counter is fully rendered in 3D, and all the wooden drawers can be opened. Make your way down to the inner bowels of an underground fortress, and you'll run across lush, glossy floorboards reflective enough to give you a good peek at Lara's crotch.

While this isn't a cel-shaded game like *The Hulk* or *Dark Cloud 2*, it does have a distinct cartoonlike feel that's stylish

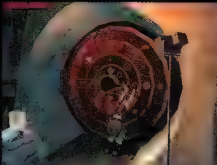
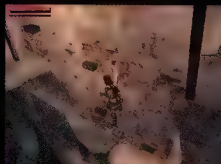
and unique. Imagine the movie sequences from the prior games made playable, and you'll have a pretty good idea of this game's look. It's a significant jump forward from earlier iterations; we looked at *The Angel of Darkness* side by side *Tomb Raider III* and were



1997

RECOGNITION

Lara Croft appears on the cover of *The Face*, a popular British magazine. Inside, she models clothing by Gucci and Jean Colonna. Later on, she gets plastered on the covers of *Time* and *Rolling Stone*.



amazed by the difference four years and one platform evolution makes.

HOW DOES IT PLAY?

Supposedly, Core has experimented with three distinctly different control schemes for this game, and still insists the one we played with is not final. Boy, we hope that's true, because the present analog setup is tremendously awkward. Press lightly on the right analog stick, and Lara will slowly walk forward; apply a tad more pressure, and she darts into a full run. As a result of the rough speed transition, we dropped poor Lara off more

cliffs than we care to admit.

Worse still, there are no plans to allow old-school gamers to use the traditional digital controls introduced in the first game. Says Core, "We've introduced a new control system because one of the biggest downfalls of the previous games was the difficulty of the controls. We're not dumbing down the franchise, but we've listened to feedback and acted upon it. It appears to actually make the game play more fluidly, and is by far more user-friendly."

We disagree with Core on that. The current controls reminded us of the half-baked analog setup debuted in *Tomb Raider III*, except this new scheme doesn't even feature a Quick-turn button. It's difficult to navigate the game's many small rooms—Lara can never seem to help lurching forward and banging her head against the edges of doorways—and lining up jumps is a real pain.

This is, by far, our biggest

concern: If the controls aren't tightened up, the finished game won't be much fun. Eidos has made a big deal about wanting to playtest the hell out of the game before releasing it to the public. Hopefully, enough beta testers will complain and these kinks will get worked out. We'll keep you updated.

HEY! CORE SPILLED RPG IN MY ADVENTURE GAME!

We're using the term RPG loosely here. There aren't any gameplay menus or turn-based

battles, but Lara does get to power up her stats. The more she uses a skill, the more potent it becomes. Core calls this character evolution.

"Character evolution allows more experienced and adventurous gamers to get Lara to places other players won't be able to," the team explains. "If you use her properly, her physical attributes will improve, allowing the player to reach obstacles and areas that normally wouldn't be possible. In addition to personalizing Lara to each individual gamer, it also

1997

ROCK STAR

Lara is present in video form at the Popcorn World Tour, featuring U2. At right is our, um, favorite clip from the video. Turns out front man Bono is a big fan, and really, who can blame him?



1997

TOMB RAIDER II
(PS1, PC)

Best moment: This is our favorite *Tomb Raider* game, and there are many terrific moments scattered throughout...but the best of the best? Riding a speedboat in Venice, smashing through a never-ending series of gondolas.

But we'll try to forget: The constant need for flares in order to see where you're going. It created a stylish visual effect onscreen, but it wasn't fun.

1997

LARA NAKED

It took a year, but a good nude patch for the PC version of *Tomb Raider* finally makes the rounds online—initiated by Core, of course. Eidos takes legal action to remove the code from fan sites.



increases replayability, as you will be able to take slightly different routes depending on your strength levels."

Another new element is the branching conversation setup, which allows players to decide how Lara should pose questions and answers to strangers. In fact, you can prompt Lara to blurt out as many as three different responses to a given question. Core fleshes out the concept for us: "The interaction is more of an RPG element. The option you choose...will alter the gaming experience for better or worse. It's there to allow the gamer to become even more absorbed and [to have more] control than ever before." In reality, there's not much to it—basically, you decide whether Lara is polite or pushy—but it's fun to mess with, and it makes the cut-scenes more interesting to sit through.

DID LARA TAKE UP
SOLID SNAKE AS A
PERSONAL
TRAINER?

If you hold down the R2 button, Lara goes into

Fighting mode. With R2 held down, you can click the L3 button to switch between four fighting poses: two-handed dual pistols, one-handed single pistol, two-handed shotgun, and bare fists. The last one is new, and it works a lot like *Metal Gear Solid*'s hand-to-hand fighting. Melee combat is useful when you need to take out an enemy quietly; in some areas, gunshots work like alarms, so bare fists become a necessary alternative.

The other Snake-esque addition is a Stealth mode that can be toggled on and off. Lara moves slowly in this mode, but she's a lot quieter and can look around corners without being spotted. It's obviously best suited for defense, but it also has



1998

TOMB RAIDER: THE COMIC BOOK

Lara starts working in the comic biz with a glorified cameo in the *Witchblade* series. The guest slot is so popular, she winds up with her own series.



offensive advantages: If guards and enemies don't hear you approaching, you can sneak up behind them and snap their necks.

WHO'S THIS KURTIS TRENT GUY?

Core had planned to introduce a second playable character to the series for some time, and it's finally happening in *The Angel of Darkness*. You won't see much of Kurtis Trent—he only appears in a few of the Prague levels—but he's one of the good guys, and his fighting style is distinctly different from Lara's.

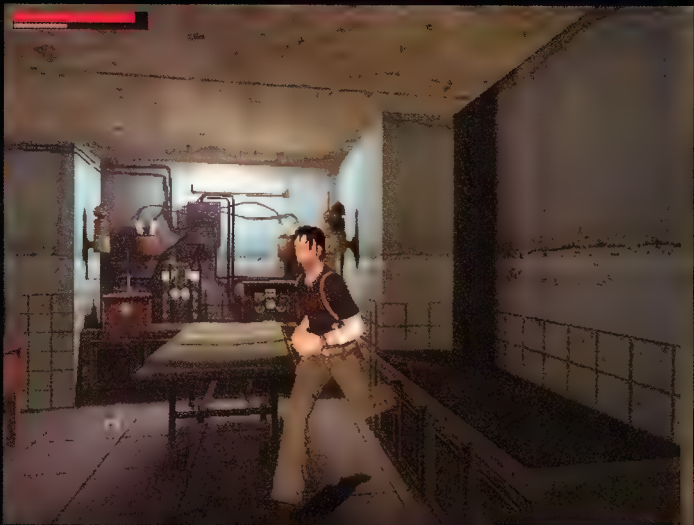
Kurtis' weapon of choice is a glove, a circular boomerang that's as sharp as a razor blade.

Kurtis seems like a pretty interesting character, so we asked Core why he's used so little in the game.

"Lara is *Tomb Raider*," Core explains. "Because of that, we've tried to bring



TOMB RAIDER



[Kurtis] in slowly. We understand fans love playing as Lara, so to try putting Kurtis on par with Lara would be irresponsible at this stage. That's why he can only be played for a limited time; we want to gauge public opinion before seeing where he'll go in the future."

Fair enough. Incidentally, if everyone likes this new fella, the folks at Eidos have made it clear they'd consider handing Kurtis his own game series.

SO, WHAT'S THE BOTTOM LINE?

We wouldn't rush out to preorder a disc just yet. This is a big, ambitious game crammed with glittery visuals and interesting play mechanics. But if Core's not careful, *The Angel of Darkness* just might collapse under its own weight. In particular, the controls desperately need fixing. For now, we'll wait for the review build with our fingers crossed.

2002

TOMB RAIDER: THE RIDE

Paramount's King's Island amusement park in Ohio introduces a new theme park attraction: *Tomb Raider: The Ride*. Weird, but *Great America* in Illinois got *Batman: The Ride*, so why not?



1998

TOMB RAIDER III (PS1, PC)

Best moment: Unlocking All Hallows. You needed a 100 percent completion level on all prior missions in order to open it. If you weren't hardcore enough to get there, your favorite part would probably have been the kayak sequence.

But we'll try to forget: Puzzles that were nearly impossible to solve without a guide. This is the sloppiest game in the franchise.

1999

**TOMB RAIDER:
THE LAST
REVELATION**
(PS1, DC, PC)

Best moment: Lara takes out goons while making her way across a moving train. One of the most intense and exciting sequences in the entire series.

But we'll try to forget: Adolescent Lara (age 16) in the beginning of the game. She doesn't look like a spunky teenager—she looks like Mini-Lara, an evil clone who's one-eighth Lara's normal size.

2000

**TOMB RAIDER:
CHRONICLES**
(PS1, DC, PC)

Best moment: Lara going stealth in that little black cat suit during her visit to VCI headquarters. By this time, the character model was pretty hot.

But we'll try to forget: Core's "absolute, positive promise" that *The Last Revelation* would be the final *Tomb Raider* game on PS1. This adventure was average at best; it left a bitter taste in the mouths of most fans.



LARA CROFT TOMB RAIDER

THE CRADLE OF LIFE

By Nick Walkland

Currently filming at Pinewood Studios near London, *Lara Croft Tomb Raider: The Cradle of Life* is in the final tweaks of production. *GameNOW* went on location to get the lowdown, and to chat with the director and Lara Croft herself, Angelina Jolie.

Although critically panned, the first *Tomb Raider* had the biggest opening of any movie with a female star, eventually grossing almost \$300 million. A sequel was bound to happen, with Angelina Jolie back in the lead role. The new movie uses 90 percent of the original's production staff and an all-new director, Jan De Bont (famous for action movies like *Speed* and *Twister*).

From what we've seen, it's fair to say *The Cradle of Life* feels less like a cartoon than the original film. It's realistic, edgy, and multidimensional—all said, much more complex than the first one.

The producers and director really wanted to bring a sense of danger to *The Cradle of Life*. As such, the lighting is darker, areas are compressed to feel claustrophobic, and there's much greater variety to the environments you'll see, from high tech to ancient, mythological to futuristic.

The movie sounds like *Indiana Jones* meets *007*, it's a globe-spanning adventure across Europe, Africa, and Asia. In it, Lara is sent by the MI6 to

find the mythological Pandora's Box, with the goal of retrieving it before the bad guys do. At the movie's start, Lara's on the Greek island of Santorini when a volcano erupts, but that's only the beginning of her troubles. She faces enemies in rural China (filmed in Wales) and Shanghai, raids tombs (naturally) in China and Greece, visits mystical areas of Tanzania (while occasionally dashing through a petrified forest), skims over the Aegean Sea and through underwater caverns, and even pops into a biological weapons lab in Hong Kong.

Director Jan De Bont is particularly upbeat about *The Cradle of Life*, saying "This is a great story. It's more reality-based than the first film, concentrating on both ancient and modern worlds—it's not so fantasy-based." He adds, "It's a darker, sexier story; it shows Lara's vulnerability, and is more three-dimensional. She's not superhuman, she can be tested; she doesn't always have the answers."

Lara even has a love interest—although, being Lara, it's not a traditionally romantic love. The dude in question is a dark character from her past whose help she must enlist to retrieve Pandora's Box....





ANGELINA JOLIE

ON BEING LARA CROFT

So, how is Lara Croft different, and how does Angelina Jolie feel about playing a game icon? Jolie saunters into the room between scenes, wearing nothing but a body-hugging silver wet suit. "Wow!" would not do her justice. Plus, she turns out to be very amiable and confident about her role. Jolie has no doubt the Lara Croft character has evolved: "She's now more of a woman, and she's far sexier to me. We've added things and changed her a bit, so she's a little less cute and she's more aggressive."

She's, uh, a more rounded character this time?

"Yeah. Definitely. We wanted to show what she fears, what she loves, what makes her laugh, and what she finds sexy—all of these things make an interesting film. It's been great to explore all of these things and to put her in situations where she's kind of forced to come out of her stoic exterior."

So, you didn't like being Lara in the first movie?

"For me, there was that first time I had to walk out in shorts—I personally found that really uncomfortable. Now, I don't mind; now, I've gotten into enjoying being her, whereas

last time, I was...well, I found it ridiculous when I looked in a mirror. [Laughs] I still do, but now I'm enjoying it."

What are the similarities between Angelina Jolie and Lara Croft?

"We both love adventure, we're both slightly nuts, we both have relationship issues..." Jolie giggles, "...and we find ourselves alone. [We're both] sexy, stupid...she's a fighter and I think I'm very happy when I fight for something I believe in. I'll fight all out for something I care about."

The entire crew, it seems, only has the nicest words to say about Jolie. Says De Bont, "Nobody is more aware of how Lara Croft should behave, or what she would do in any situation. Angelina has developed this character. I really admire her work. Nobody else could play this character. Angelina is amazing."

Stunt Coordinator Simon Crane is the only (tongue-in-cheek) dissenter: "Angelina is a great person, but don't talk to her in the morning—she's bloody bad tempered in the morning."

Look for the movie in theaters mid-July.

JAPANYO

THREE DAYS
IN TOKYO

GAMENOW-style

By Miguel Lopez

So you need a vacation from playing games—or just a game-playing vacation? Are you craving the outside world? Well, we've got just the thing for you! Tokyo, Japan! Go there! It's totally a gamer's paradise, and so much more. Going to Tokyo is like taking a vacation from games by going to the place where all the best games in the world come from. Does that make sense? Well, it doesn't really have to. Just know this: If you're into games, the stuff you'll see in Tokyo will make your head explode. And we're going to help you make it happen!

Tokyo is hectic, and a little intimidating if you don't speak the language, but really, it can be navigated—we're gonna show you how. We'll hook you up with maps to show you where all the cool spots are, and we'll give you advice on what to do if you get lost. So just be cool. Follow our advice, keep your wits about you, and have a good time. We gotcha covered

Flying In

Yeah, it's a long-ass flight. You'll probably be tired and hating life when you land at Narita (the airport where most international



flights to Tokyo arrive). But you've got to get to where you're staying. Your best bet is to take an airport limousine. It's not an actual limo; it's a big bus that drives you from the airport to Tokyo. Just tell the English-speaking people at the ticket booth where you're going, and they'll sell you a ticket for about 3,000 yen (about \$25). The buses have set stops, so unless you're staying at one of the larger hotels in the city, you won't get dropped off at your doorstep. The people at the ticket booth, though, will tell you which stop is closest to your spot, and how to get there, if you ask. It's a good idea to have a map, too, in case you need to catch a cab; most drivers don't speak English. Once you get to your hotel, relax—you have a hectic three days ahead of you.



WIRSELF!

DAY ONE: SHINJUKU

Shinjuku ward is basically the heart of Tokyo. There are tons of crazy skyscrapers that look like they were built 200 years in the future and all sorts of people in suits walking around. It's crazy that what might just be the world's most hardcore arcade is located in this part of town. It's called Sportsland, and if you're into fighting games at all, then you totally have to go there. A few other

arcades you might want to duck into are located in this area as well. There's also a Yodobashi Camera down the street from Sportsland—Yodobashi is a huge Japanese electronics chain, and its Shinjuku store focuses primarily on videogames. Get off at Shinjuku's Japan Rail (JR) station, follow the map, and go nuts. Just don't get in the way of any crazed salarymen.

Sportsland

You probably think you're pretty hot at fighting games. Well, you know what? You suck! The people at Sportsland will make you realize this pretty fast. They've got all the relevant games by the dozens: *Virtua Fighter 4*:

Evolution, *Capcom vs.*

SNK 2, *Soul*

Calibur 2, *Guilty Gear*

XX, and

more. The

selection is

great, and it

allows you to

choose the

particular brand

of ass beating

you want to

receive. These

people are

seriously good—

Sega reworked

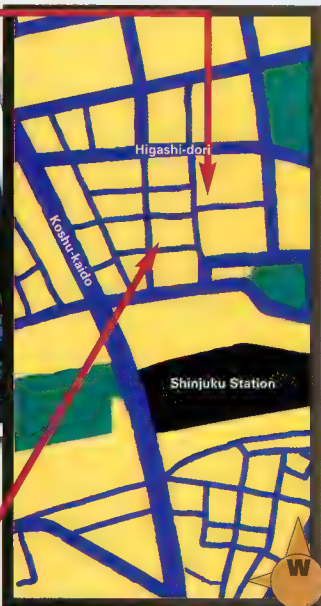
VF4: *Evo's* A.I.

based on the

players at

Sportsland. Sick,


huh?



Yodobashi Camera

Shinjuku's Yodobashi is packed with new and old (but not ancient) games. You'll find N64, PS1, Dreamcast, and Game Boy Color stuff along with GBA, PS2, GameCube, and Xbox software (with random classic titles strewn around from the time to time). It's fun to check everything out, but don't go nuts yet. You'll want to save your cash for game-shop heaven—Akihabara. Your wallet will never recover





SUSHI SAYS

Do not be afraid to navigate Tokyo's complex rail system: despite how convoluted it may seem, there are easy ways to make sense of it. Foremost, remember that Japan Rail—Tokyo's biggest subway line—is your friend. It's referred to as JR on all of the signs in the city, and it conveniently travels to all the sites in this guide. Mind your funds, though—public transit in Tokyo is notoriously expensive, and it's not uncommon to spend upwards of \$10 per day on subway tickets. Your wisest option would be to buy an all-day pass when you anticipate doing a lot of traveling. For \$12 or \$15, you'll have all-day access to the rails.

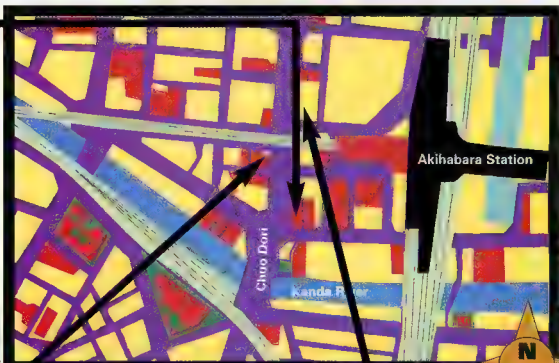
DAY TWO: AKIHABARA

Akihabara is probably what you think of when you think of gaming in Japan. You know how in news stories, you see photos of people lined up outside shops in Japan the night before big product releases? Well, most of those events happen in Akihabara. You can't spit without hitting a game shop, and you can't flail your

arms without smacking a back-alley electronics shop. You'll also be drowning in anime shops, if that's your bag, but don't expect any help from me. It's insane, and yes, you can go broke here if you let yourself. Get off at JR Akihabara station and leave through the Akihabara Electric Town exit. It'll lead you right to the strip.

Medialand

Medialand is the king of used-game shops. It has a ton of new stuff, too, but by far, the coolest items here are things that you weren't expecting to see. Each floor is dedicated to certain platforms, but be careful of the third floor—that's where they have all the weird porno anime. Unless, of course, that's your thing.

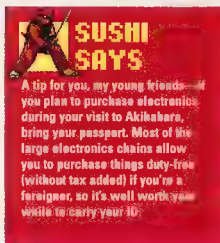


Games Ark

This place is hilarious. Not only does it have a bunch of weird bootlegged gadgets for your consoles, it also has a pretty impressive collection of American pro wrestling memorabilia and pornographic videogames. The place is also one of Tokyo's biggest spots for import gaming, so if you just have to get a copy of *Turok 3* or that *South Park* N64 game while you're visiting, this is your place.

AsoBit City

This is arguably the best place in all of Akihabara to buy new games. It has tons of stuff, a bunch of elaborate demo stations, and a whole mess of floors. The first floor is all games, but if you go up, you'll find floors dedicated to music and movies, and even those really cool real-looking air-powered pellet guns. Good luck trying to take one of those on your flight back, but there's nothing stopping you from shooting stuff at the in-store range.



DAY THREE: HARAJUKU

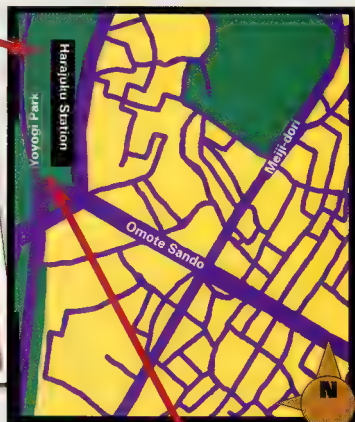
OK, here's the thing: You pretty much have to visit Harajuku on a Sunday in order to experience it at its best. That's when all the teenage girls dress up in their crazy costumes and pose for photographers—it's like Halloween, but it happens every week, and there are usually a crapload of people hanging out taking in the

sights. Apart from this attraction, Harajuku isn't all that games-heavy. It's a really cool part of town, though, with a fresh park right next to the train station, and a whole bunch of young people hanging around. It's great for people-watching, and shopping for clothes, if you're into that.

Harajuku Station - Sunday

This is the place. Want to see a whole bunch of teenage girls dressed up like a cross between *Final Fantasy VIII* characters and members of KISS? Then this is your spot. At the end of the train station, you'll see a little plaza on the other side of an overpass.

The girls are down with posing for pictures but, you know, don't be a weirdo. Some of their costumes get pretty elaborate, and some even bring in weapons to complete their getups. It's wild, and definitely something to see if you have the chance

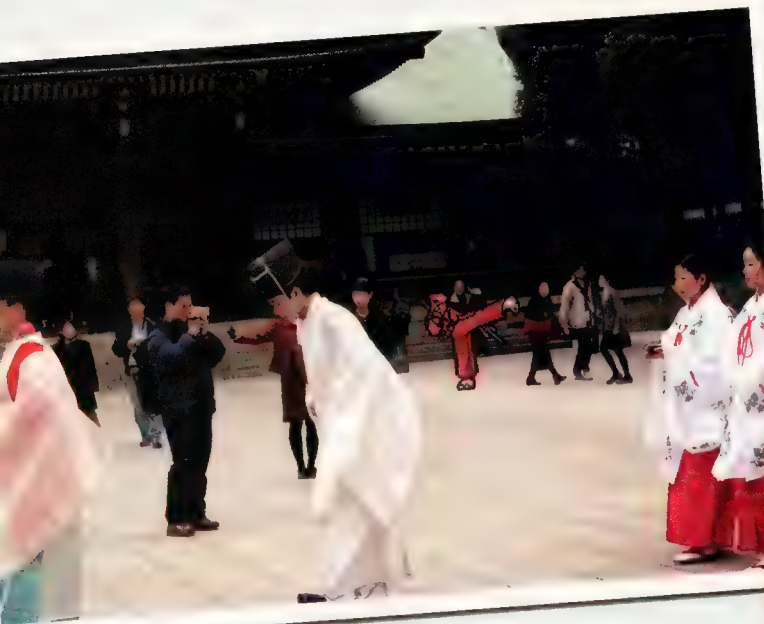


Yoyogi Park

Just a hop away from the station is Yoyogi Park, one of the greenest areas in Tokyo. Remember when you were a little kid and actually went outside to play? You can totally relive that here. Seriously, it's refreshing to get out of the craziness that is the city and stroll down the tree-lined paths in the park. There's even a really cool shrine you can use to pretend you're in *Onimusha*.

CONTEST!

Sushi-X was kicking it in Japan, with Miguel, and he's apparently a camera hog, since his mug shows up in every photo Miguel took. So here's the deal: Find Sushi-X in each of these photos and e-mail a description of the locations to Game_Now@ziffdavis.com. If you get them all right, you'll have a chance to win a sweet super-Japanese *Final Fantasy IX* wall scroll, so start looking. See page 106 for details.

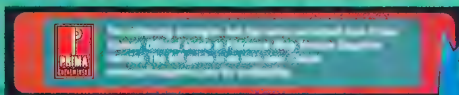


POKÉMON



RUBY & SAPPHIRE

HOW TO CAPTURE A LEGENDARY POKÉMON



LOOKING FOR LATIOS AND LATIAS



CAUTION

You can undertake this quest after you complete the first part of the game by defeating the Elite Four at the Pokémon League!



The Battle Tower

CAUTION

You can undertake this quest after you complete the game's final battle by defeating the Elite Four at the Pokémon League!

BATTLE TOWER

"Win it all and be the best, TRAINERS!"

After you get Mr. Briney's S.S. Ticket from your dad, you can travel to the Battle Tower whenever you want. The

to battle each other without the hassle of a Gym or hanging out along a route.

at the front desk, you'll be assigned to a Battle Room, where the fun starts. Each session at the Battle

until you have a better record than against these seven Trainers (although you can save the game in the middle of a prize. The number of Trainers you've

registered in a row is registered on the back of your Trainer's Card and at the front desk.

The basic rules of the Battle Tower are as follows:

- You cannot leave the Battle Room until you've either defeated or lost to seven Trainers.

- There is a Level 50 room for Pokémon up to Lv50 and a Level 100 room for Pokémon up to Lv100.

- Only three Pokémon can participate in the battle.

- Hold Items or Berries.

- When you win a battle, your Pokémon's HP and PP are restored.

- the entrance.

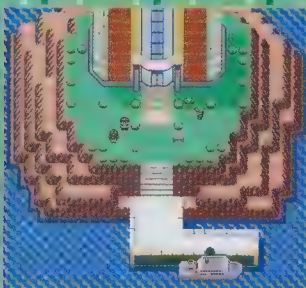
- When you are defeated, the number of consecutive victories you have on

- The Battle Tower also has a few prohibitions:

- During a battle, a Trainer cannot use an Item or Berry on his or her



- Pokémon.
- Participating Pokémon do not gain experience points.
- When you encounter Pokémon, you never enter before in the Battle Tower, they are not added to your PokéDex.
- You cannot use more than one of the same type of Pokémon in Battle Tower contests.
- The Pokémon you use in battle cannot search help the same items.
- You cannot use Legendary Pokémon such as Groudon, Kyogre, or Rayquaza in Battle Tower contests.



The prizes you win at the Battle Tower depend upon how many groups seven Trainers you defeat. If you

Gold Shield, here's a list of potential prizes:

Prizes for Strides 3:
Calcium, Carbs, HP Up, Iron, Protein, Zinc

Prizes for Strides 4:
Bright Powder, Choice Band, Focus Band, King's Rock

Prizes for Strides 5:
Mental Herb,

Quick Claw, Scope Lens, White Herb,

The Battle Tower, unlike the

were a whiz at Pokémon Stadium, you can use the strategies employed there to be a whiz at the Battle Tower, too.

When preparing a Pokémon team for the Battle Tower, keep a couple of things in mind.

First, the Battle Tower rewards Trainers who use well-balanced teams. Cover all nine species when choosing the Pokémon types for your team. Second, teams play an important role in a Battle Tower series, providing your Pokémon with extra attack power or making them the rock of the team. Dispel your items wisely and use things such as the Quick Claw.

Conveys, Silver Gem, or Citrus Berry, which

heals up to 30 HP. Also,

level up your Pokémon

until they meet the maximum level requirements. When battling in the Level 50 Battle Room, your

competitors will use Lv50

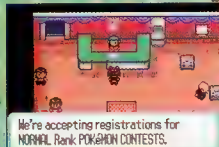
Pokémon, so do the same.



Pokémon Contests



PREPARING YOUR POKÉMON



We're accepting registrations for
NORMAL RANK POKÉMON CONTESTS.

Get ready for fun!

CHOOSING THE RIGHT CONTEST FOR YOUR POKÉMON

Each contest is held in a different town, and each has a different theme.

THE VARIOUS CONTESTS

Normal Rank.....	Verdanturf Town
Super Rank.....	Fallarbor Town
Hyper Rank.....	Slateport City
Master Rank.....	Lilycove City

By starting out on the Normal Rank contest, you can gradually increase your rank.

Each type of Pokéblock that Pokémon likes is a part of the contest. To win, focus on the type of Pokéblocks that your Pokémon likes.

Each contest has a different theme, and each has a different theme.

By starting out on the Normal Rank contest, you can gradually increase your rank.

Each type of Pokéblock that Pokémon likes is a part of the contest. To win, focus on the type of Pokéblocks that your Pokémon likes.



Oh? Do you want to make some Pokéblocks with this old-timer?

Each Contest Hall has two Berry Blenders. The unused one is for blending Pokéblocks with your friends using the Game Boy Advance Game Link® cable. Go to the one already in use if you are doing this solo.

POKÉBLOCKS AND THEIR EFFECTS

Pokéblock Color Effects

Black	Make this thin-flavored, low-level Pokéblock by putting one or more of the same type of Berry in the Berry Blender.
Brown	The strong sweet flavor increases a Pokémon's Cute Condition.
Green	The strong sour taste increases a Pokémon's Tough Condition.
Gray	Blended of three tastes, this Pokéblock raises three Conditions.
Indigo	The strong dry taste increases a Pokémon's Beauty.
Light Blue	The strong spicy taste increases a Pokémon's Cool Condition.
Olive	The strong sour taste increases a Pokémon's Tough Condition.
Purple	The strong spicy taste increases a Pokémon's Cool Condition.
White	This Pokéblock is made up of four tastes and increases four Conditions.
Yellow	The strong sweet flavor increases a Pokémon's Cute Condition.



CONTEST TYPE AND COMPLEMENTARY CONDITIONS

Condition Evaluated

Contest Type	Cool	Beauty	Cute	Smart	Tough
Cool	0	X	—	—	X
Cute	—	X	0	X	—
Tough	X	—	—	X	0

0 = Greatly Influences X = Somewhat Influences — = No Influence





After you put your Berry in the Blender, the blending starts. Press **F1** when the dial swings around to your name. The more accurate you and your partners are, the faster the Blender goes and the smoother the result. You can compare your accuracy with your partners' at the end of the blending cycle. The Pokeblock's level and Feel rating are given at the end of the session, before the Pokeblock is stored in your Pokeblock Case.

If you rely on the public Berry Blender, use the following table to determine what color Pokeblock you'll gain. The table is based upon the Berry you use and the number of partners you have.

Berry Type	2 People at Verdanturf & Fallarbor	3 People at Slateport	4 People at Lilycove	Level	Berry Type	2 People at Verdanturf & Fallarbor	3 People at Slateport	4 People at Lilycove	Level
Cheri Berry	Red	Red	Red	C	Tamato Berry	Purple	Purple	Purple	B
Chesto Berry	Blue	Blue	Blue	C	Cornn Berry	Indigo	Indigo	Indigo	B
Pecha Berry	Pink	Pink	Pink	C	Magost Berry	Brown	Brown	Brown	B
Rawst Berry	Green	Green	Green	C	Rabuta Berry	LiteBlue	LiteBlue	LiteBlue	B
Aspear Berry	Yellow	Yellow	Yellow	C	Nomel Berry	Olive	Olive	Olive	B
Leppa Berry	Red	Purple	Purple	B	Speelon Berry	Purple	Purple	Purple	A
Oran Berry	Blue	Indigo	Indigo	C	Pamtre Berry	Indigo	Indigo	Indigo	A
Persim Berry	Pink	Brown	Purple	C	Watmel Berry	Gold	Brown	Brown	A
Lum Berry	Green	Purple	Indigo	C	Durin Berry	LiteBlue	LiteBlue	LiteBlue	A
Sitrus Berry	Yellow	Indigo	Brown	C	Belue Berry	Olive	Olive	Gold	A
Figy Berry	Red	Purple	Purple	B	Liechi Berry	Gold	Gold	Gold	A+
Wiki Berry	Blue	Indigo	Indigo	B	Pokeblock Level: A+ = 60+; A = 50-59; B = 24-49; C = 11-23				
Mago Berry	Pink	Brown	Brown	B					
Aguav Berry	Green	LiteBlue	LiteBlue	B					
Iapapa Berry	Yellow	Olive	Olive	B					
Razz Berry	Purple	Purple	Purple	C					
Bluk Berry	Indigo	Indigo	Indigo	C					
Nanab Berry	Brown	Brown	Purple	C					
Wepear Berry	LiteBlue	Purple	Indigo	C					
Pinap Berry	Purple	Indigo	Brown	C					
Pomeg Berry	Purple	Gray	Purple	B					
Kelpsy Berry	Indigo	Gray	Indigo	B					
Qualot Berry	Brown	Gray	Purple	B					
Hondew Berry	LiteBlue	Gray	Indigo	B					
Grepa Berry	Olive	Gray	Brown	B					

Marshmallow's nature is **Spicy**, which means it likes the taste of spicy Pokéblocks. If you feed Marshmallow a Spicy Pokéblock, it will like the taste and its **Spicy** stat will go up.



Pokémon like eating Pokéblocks, so give them well-blended ones!

THE EFFECT OF A POKÉMON'S NATURE ON POKÉBLOCK LIKES																								
Favorite Pokéblocks:	Spicy	Dry	Sweet	Bitter	Sour	Spicy	Dry	Sweet	Bitter	Sour	Spicy	Dry	Sweet	Bitter	Sour	Spicy	Dry	Sweet	Bitter	Sour	Spicy	Dry	Sweet	Bitter
Spicy (Red)	0	0	0	0	X	0	0	0	0	X	0	0	0	0	X	0	0	0	0	X	0	0	0	X
Dry (Blue)	0	X	0	0	0	0	X	0	0	0	0	X	0	0	0	0	X	0	0	0	X	0	0	0
Sweet (Pink)	0	0	X	0	0	0	0	X	0	0	0	0	X	0	0	0	0	X	0	0	0	X	0	0

0 = Easy to raise the stat. Likes the taste of the Pokéblock. X = Hard to raise the stat. Dislikes the taste of the Pokéblock.

POKÉMON CONTEST FLOW



The audience will vote on their favorite POKÉMON contestants.

The audience decides in the first round of judging.



Hey, the contestants amaze us with superb appeals of dazzling moves!

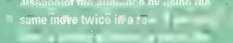
The Appeals Round requires the most strategy to win. How well do you know your Pokémon's moves?



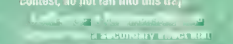
Use the most powerful move you know to win. If you use a move that is not the most powerful, you will lose. If you use a move that is not the most powerful, you will lose.



Use the most powerful move you know to win. If you use a move that is not the most powerful, you will lose. If you use a move that is not the most powerful, you will lose.



Use the most powerful move you know to win. If you use a move that is not the most powerful, you will lose. If you use a move that is not the most powerful, you will lose.

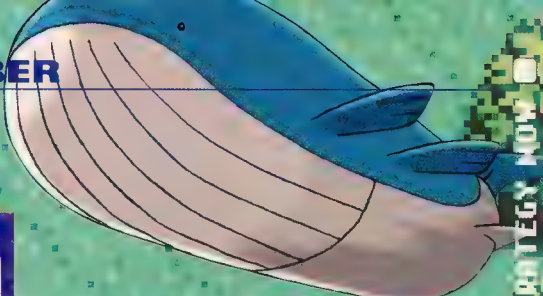


Use the most powerful move you know to win. If you use a move that is not the most powerful, you will lose. If you use a move that is not the most powerful, you will lose.

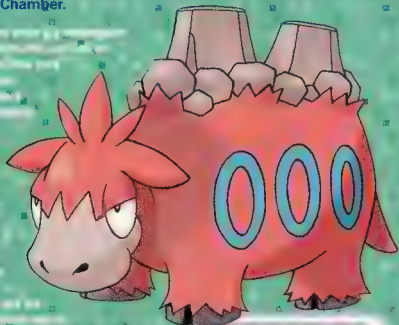


THE SEALED CHAMBER

Moves Needed: HM03 (Surf); HM08 (Dive)



Dive here and look for an inscription that reads "Go up here" in Braille. Surface according to its directions in order to enter the Sealed Chamber.



You read them in the order shown on the map here; the tablets tell of the first finding place of the Legendary Beasts in the Sealed Chamber.

Braille Alphabet

The six dots of the Braille cell are arranged and numbered:



The capital sign, dot 1, placed before a letter makes a capital letter.



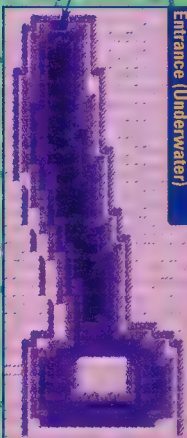
The number sign, dots 2, 4, 5, 6, placed before the characters a through j, makes the numbers 1 through 9. For example a preceded by the number sign is 1, b is 2, etc.



a	b	c	d	e	f
g	h	i	j	k	l
m	n	o	p	q	r
s	t	u	v	w	x
y	z				
Capital sign	Number sign	Period	Comma		

Question Mark	Semi Colon	Enter/End	Opening Quote	Closing Quote	
...	:	.	"	"	

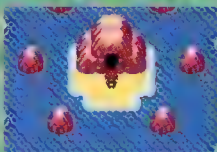
Route 134 (Underwater)



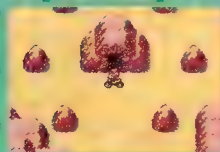
Main Chamber



Inner Chamber



The Island Cave and Regice



The Desert Ruins and Regrock

The Ancient Tomb and Registeel

INDIANA JONES

AND THE EMPEROR'S TOMB

SOLVING THE ASTROLOGER'S CLOCK PUZZLE



There are a handful of tough puzzles in this game, but don't worry, we'll get you through them. Indiana Jones has his ancient, leathery maps, and you have *GameNOW*.



The following strategies and tips were excerpted from *Prima Games' Official Guide to Indiana Jones and the Emperor's Tomb*. The full guide is on sale now. Check www.primagames.com for availability.

PART ONE

OBJECTIVES

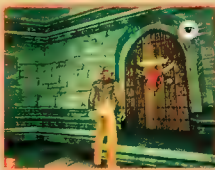
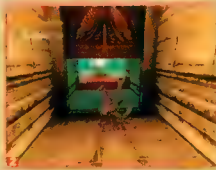
- ✓ Locate the first four key items that will grant passage into the Alchemist's Laboratory
- ✓ Head toward the Alchemist's Laboratory

As you enter a rat-infested hall, note the skeletons scattered about the room. Something isn't right here. There's

a golden crown on a pedestal it's ripe for the taking, but there's a price if you don't act quickly. Grab the crown and run to the door ahead. Roll out of the room before the door drops to avoid being sealed in the room as it fills with poison gas.

Follow the red carpet to the lever on the left side of the room, near one of the grim reapers. Pull the lever to summon a strange shrouded creature from the depths of the fire pit. Select the crown from your inventory; walk up the steps toward the fire pit (don't get too close to the fire), and present the crown. The creature accepts your gift and raises a control panel consisting of three levers.

The levers control the sun



and moon hands and the ring of symbols on the outer circle of the Astrologer's Clock. By interpreting the symbols on each of the four doors in the room and setting the clock accordingly, you'll gain access to the four keys needed to complete this level. However, you must open the doors in a



particular order based on the item you give the creature. Your first gift was a crown, so go to the first door on your left to view the symbols. Follow the instructions in the sidebar below to gain access to this room.

Walk through the open door to finish the level.

THE BULL DOOR (GOLDEN CROWN)

- 1. Approach the lever on the left side of the room, near one of the grim reapers. Pull the lever to summon a strange shrouded creature from the depths of the fire pit.
- 2. Select the crown from your inventory; walk up the steps toward the fire pit (don't get too close to the fire), and present the crown.
- 3. The creature accepts your gift and raises a control panel consisting of three levers.



THE ARMORY



OBJECTIVES

- ✓ Find the Broken Sword
- ✓ Return to the Astrologer's Clock

Destroy the wooden boxes to reveal a medkit, walk to the last stall, and climb up the ladder. Climb another ladder to the

roof where you catch a glimpse of Gestapo agents patrolling the courtyard below.

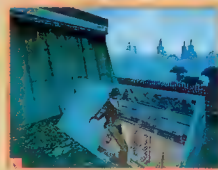
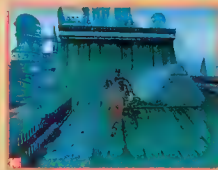
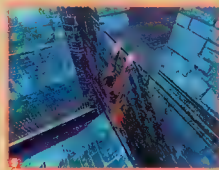
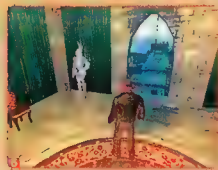
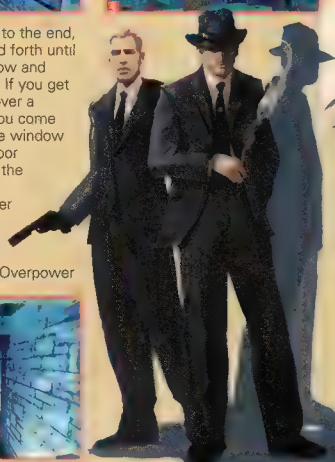
While facing the courtyard, walk as far right as possible, hug the wall, and continue around the corner. Follow the path across the courtyard and past an archway to a ladder. Climb to the top and step through the archway into a room.

Walk to the archway on the right side of the room and take a running jump to the chain.

Climb down almost to the end, then swing back and forth until you break the window and jump into the room. If you get lucky, you'll knock over a Gestapo agent as you come crashing through the window.

Open the small door and step down into the next room.

Climb up the ladder to the roof, then hoist yourself up and over the ledge to the tower room. Overpower



the single enemy (if you keep the fight near the balcony, knock him over the railing), then walk to the open archway,

where you'll find a zip line. You'll use this later, but for now hang out the other opening and drop to the ledge below.

Walk up the slanted section of roof to reach a window that overlooks the Armory. Kick the glass, and Indy falls into the room, knocking down an enemy agent in the process. Finish him off and go to the glass case in the center of the room, where you'll find the Broken Sword.

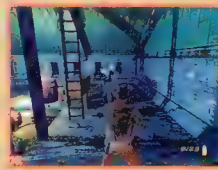
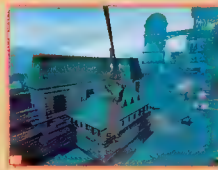
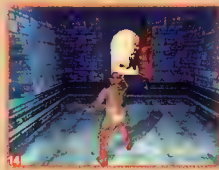
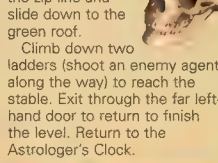
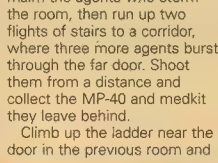
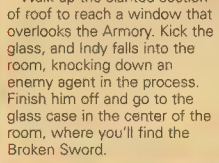
Punch the glass, grab the Broken Sword, and get ready for trouble.

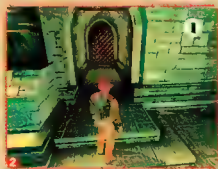
Shoot, punch, and otherwise maim the agents who storm the room, then run up two flights of stairs to a corridor, where three more agents burst through the far door. Shoot them from a distance and collect the MP-40 and medkit they leave behind.

Climb up the ladder near the door in the previous room and

then climb the ledge to reach the tower room with the zip line. Jump onto the zip line and slide down to the green roof.

Climb down two ladders (shoot an enemy agent along the way) to reach the stable. Exit through the far left-hand door to return to finish the level. Return to the Astrologer's Clock.





With the Broken Sword in hand, pull the lever to once again summon the creature from the pit. Present the Sword and go to the door opposite the one you just opened. Note the

Broken Sword stabbing the scorpion, and note the positions of the sun and moon. Now, go back to the three levers and set the clock.

Go through the door and continue into the hallway to end this level.

THE SCORPION DOOR (BROKEN SWORD)



Describing your research
in 100 words

[Home](#)
[About Us](#)
[Contact Us](#)



THE OBSERVATORY

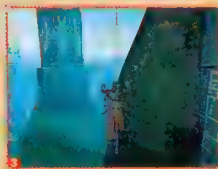
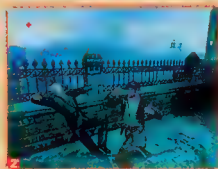
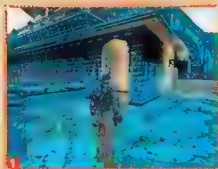
OBJECTIVES

✓ Find Vega's Manifesto

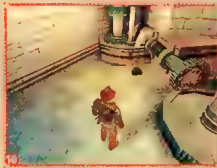
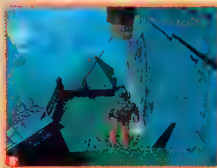
Leave the small room, step outside, and proceed through the archway to a staircase. Walk past the first door and turn the corner as a lone Gestapo agent bursts through the door. Take him out and go inside

Exit through the left-hand door, defeat the enemy agent, and leap to the chain. Turn to face the ledge, climb up the chain, and swing back toward the building. Then climb up another ledge, walk up the ramp, and continue around the edge of the roof until you reach a short ledge.

Pull your gun and deal with the approaching agents. Climb the ladder to the next level and walk toward the turret. Drop down at the railing's opening and walk around the base of the turret to find a medkit. Continue to the opening and

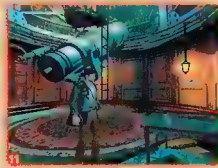
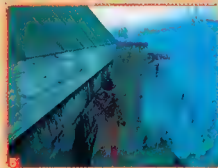


drop down. Walk to the railing, turn right, and then step out onto the ledge. Jump across the break to the left to grab the



revolver ammo.

Jump back across the break and walk to the corner of the wall. Turn left and whip-swing



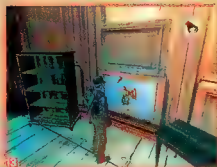
Eligible Applicants To Apply Immediately

[illegible]

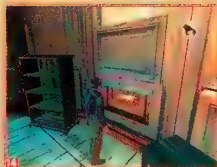


across to the other ledge. Walk around the catwalk to the right and open the door. Note the lever mechanism on the floor near the gears. Collect the missing lever handle, which is upstairs on a table next to the telescope.

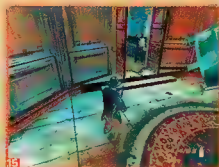
Attach the lever handle to



turn the gears, which in turn rotates the telescope. Go back upstairs and look into the telescope to view the constellation of Orion. Then walk toward the small painting to the right and open the secret door. Inside, you'll find Vega's Manifesto.

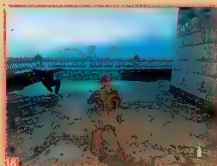
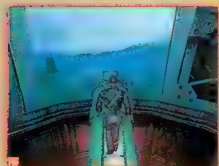


As two Nazis break down the barred door, climb the ladder attached to the telescope. Step out onto the ledge and proceed to the left; ride the zip line down and across to the next building. Dispatch the lone Nazi and go through the doorway and down the stairs, where

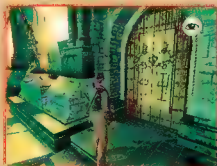


you'll find a water fountain and yet another Nazi.

Go down the stairs, shoot one more enemy agent, and continue down the next stairway. Open the double doors into a small room and then exit through the next doors to finish the level.



PART THREE



Deliver Vega's Manifesto to the creature and then go to the door with two knights set against the backdrop of a scroll (Vega's Manifesto). Set the clock to open the door.

VEGA'S TOWER

OBJECTIVES

- ✓ Find the Soul Crystal
- ✓ Return to the Astrologer's Clock

If you have fewer than three medkits in your inventory, pick up the one on the table, then continue through the next door. A cut-scene

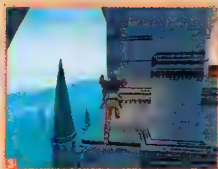


shows a clock tower and another lower tower, which is your final destination. Jump to the chain and quickly reorient



your position for a leap to the ledge. An agent fires at Indy from the ledge, so you must work quickly.





Go up the stairs and surprise a cigarette-smoking Nazi. Attack quickly and knock him out the window. Take a running jump to the next ledge, follow the path all the way around,



and edge around the corner just enough to pick off the two Nazis on the balcony. Proceed into the room and shoot another

Gestapo agent as he comes down the stairs. Go up the stairs and leap across to the next building. Go around the base of the turret and

whip-swing to the next ledge. Leap to the first chain, and then swing over to



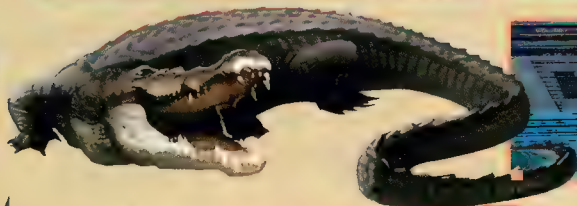
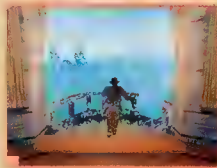
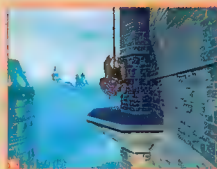
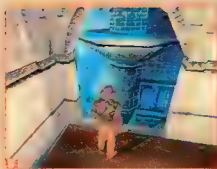
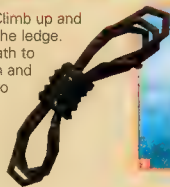
the next one. Climb up and swing over to the ledge.

Follow the path to one more chain and then climb up to the bell tower level. Jump to the ledge and take the elevator up to the clock tower. Pull the lever to open the clock face.

Climb the ladder to the wooden deck and pull the lever to launch the hang glider. After landing on the ledge, climb up into the room and grab the Soul Crystal.

When you grab the Soul Crystal, several doors will open, releasing poison gas into the room. Jump onto the bookcases to reach the upper ledge. Take a running whip-swing to the chandelier and then swing across and through the window.

Leap to the chain and climb down to the next level. Then jump to another chain. Climb down and swing into the window. Go down the stairs and open the doors to exit the level.



PART FOUR



The door opens, beginning the final level of Prague, a chilling battle against a hideous chemically altered beast.

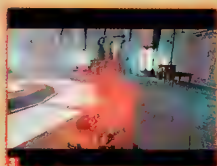
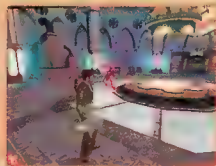
THE SCALES DOOR (SOUL CRYSTAL)

- 1. Adjust the camera. If the clock is too high, it will be hard to see the door.
- 2. Head for the door. The door is in the center of the room.
- 3. When the door opens, head for the door.



STRATEGY NOW

THE LABORATORY



OBJECTIVES

- ✓ Recover the Second Fragment of the Mirror of Dreams

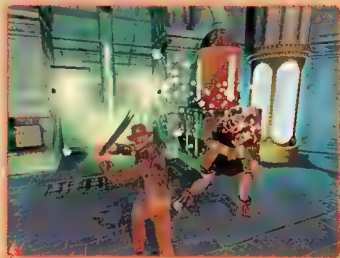
As you enter the Laboratory, a giant green mutant breaks out of a glass enclosure and charges at you. The

beast launches powerful fireballs and heaves wooden boxes at you. Avoid these attacks as you race around the room looking for small beakers of green acid to throw at the monster.

After you hit it with four beakers of acid, the monster drops to its knees and then flies into a rage, smashing the machine that produces the acid. Among the remnants is a long metal rod tipped with acid. This is your weapon for defeating the monster. Grab the rod and repeatedly beat the

monster. After several blows, Indy finishes the job by ramming the rod through the monster.

After you destroy the monster, pick up the Dragon Shard and walk toward the door to exit the level. You won't make it though—as a can of sleeping gas hits the floor, knocking our hero unconscious. After sleeping through a long plane ride, Indy awakens in Istanbul. The quest continues!



LIGHTING THE BRAZIERS

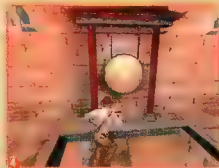
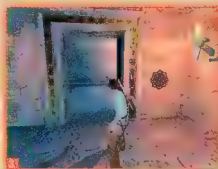
THE CATACOMBS

OBJECTIVES

- ✓ Explore the Temple of Kong Tien
- ✓ Solve the I Ching puzzle and unlock its secrets

As Indy hits the bottom of the Catacombs, a fireball erupts into a powerful Triad fighter. Fend off the early attack and run through the hole in the wall to collect a spear. It requires several strikes to take out this enemy, so keep moving between blows and try not to lose your spear. After you seemingly destroy the enemy, its spirit will rise and float away. Lucky you—you get to fight it again later.

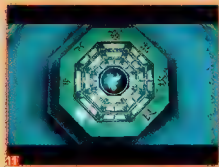
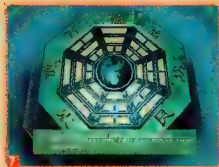
Climb up the broken stones to reach the beginning of a long hallway leading into the temple. As you step into the hallway, another Triad fighter appears. Jump quickly into the first



alcove on the left to retrieve a sword. Defeat the enemy, then enter the second alcove on the right to retrieve a vial of Tiger Strength. Continue to the end of the hallway and pause at the water fountain. Then pull the

ring on the left wall to raise the panel. Step into the next hallway and prepare for an onslaught. This might be a good time to guzzle some Tiger Strength. If you lose your sword, there's another one in

the first alcove on the right. If you lose your weapon again, keep moving down the hall—you'll find two more weapons on the left. Pull the ring at the end of the hallway to open the door and go into the next room.



Defeat more Triad fighters as you advance down the short ramp into the next hall. Turn right, pick up the gong mallet, and strike the gong. Get ready for another wild ride: The floor opens and Indy quickly slides toward a fiery pit. Leap at the last second to grab the ledge on the far side of the pit (this leap is a bit easier if you stay on the left side of the slide).

Grab the blue torch from the wall on your left and light the brazier (stove) to open the door to the next room. Examine the

altar in the center of the room to access an important clue: "You must light all the magical braziers before you can solve this puzzle." So far, you've only kindled one, and there are four doors leading out of this room. Time to get your fire on. Only two of the doors are accessible right now, including the one you just used to enter the room (the left door). Go to the next door on your right and pull the ring. Pull another ring in the short corridor to open the door to a large room. Two Triad

fighters attack—use the devastating blue torch on them.

Go through the circular doorway and up the ramp to reach a water fountain. Take either of the two ramps up to the next room, where you'll find two braziers. Light them to open another door. You must light six more braziers to earn the chance to solve the puzzle. Go through the newly opened door and up the ramp, avoiding the orange floor tiles (they trigger lightning bolts). Continue up the next ramp,

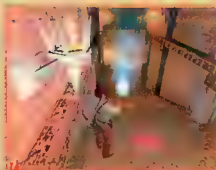
avoiding more orange tiles. Follow the path and pull the wall ring to open the door. A telltale growl signals the presence of more Triad warriors. Destroy them and then light the brazier on the right—five more to go. Turn around and go up the ramp on the other side of the room to light the next brazier. Turn immediately to face another Triad onslaught. Go to the brazier that is surrounded by two statues carrying spears. Look for a door with a ring. Pull



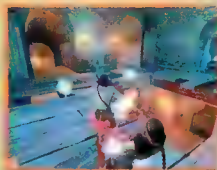
it to open the door and follow the ramps down, avoiding more orange tiles, until you reach a



room with a jagged, square hole in the center of the floor (you've been here before). Defeat two

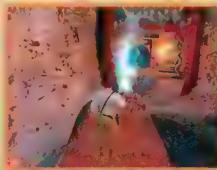
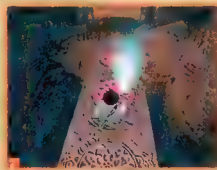
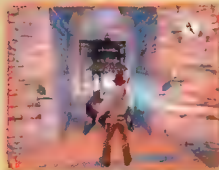


more Triad fighters and follow the ramps down to the lower level. More growls mean more



Triad fighters. Defeat two more enemies and walk through the open door to exit the level.

THE DRAGON'S CLAW



OBJECTIVES

- ✓ Complete the I Ching puzzle
- ✓ Recover the Pa Cheng and enter the Temple of Kong Tien



Watch the video and note the open door on the left. This door closes in a few seconds, so run to the door and continue across the circular blue tiles (they appear as you walk across the bridge) to the next chamber. Light the braziers on either side of the room (only two more to go).

Suddenly, the bridge behind Indy changes. Instead of all blue circles, there is a blue one followed by an orange one. Avoid the orange tiles—they fall when Indy steps on them. Leap from blue tile to blue tile until you reach a string of three orange tiles.

The three orange tiles make it impossible to go farther. The solution is behind you: Turn around and leap over the orange tile to the plain tile (plain ones are safe to land on). Continue going back and note the changing tiles. Step onto the blue tile, and watch the tiles change again. Now, you can turn around and leap over the orange tile to the blue one. One more leap takes you to the last blue tile and you're home free. Pull the wall ring and return to the altar chamber.

Note the door opening to your left. Follow the hallway until you reach what appears to be a sheer drop. A closer

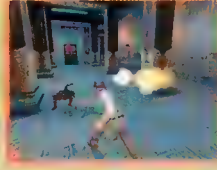
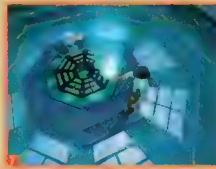
examination with the blue torch reveals a transparent red path across the chasm. Follow the path carefully to reach the other side.

Light the final two braziers to complete the altar puzzle. Return to the red path, but note the changes: The path is still visible, but it's now broken into several segments that are moving randomly up and down. Time your leaps from one segment to another until you reach the end. The path's final section drops very quickly, so watch the movement before leaping.

Retrace your steps through the hallway and return to the altar. Arrange the three rings so the trigram patterns on the inner circle match the trigram patterns on the outer circle (on the floor). When the patterns are aligned, the Pa Cheng, a mystical weapon, is suspended over the altar. Collect the Pa Cheng and exit the room through the open door.

Defeat the Triad fighters by using the Pa Cheng. It can be used for hand-to-hand or ranged combat. If you throw the Pa Cheng, it seeks out a single foe or multiple enemies, slicing through each one before returning to Indy's hand. Follow the path up the ramps, past the lightning-bolt tiles, until you reach the room with the gong.

The temple doors are now open (they're up the stairs, directly opposite the gong). Walk into the outer room, where you face another Triad



attack. The Pa Cheng makes short work of the Triads in their human forms. When they linger as spirits, the Pa Cheng works just as effectively

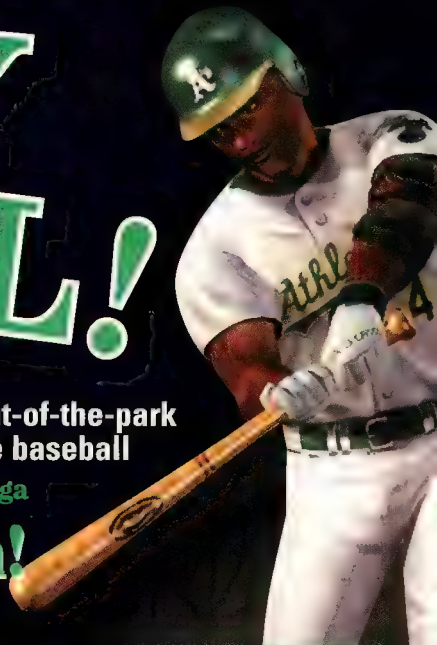
Continue toward the back of the room and exit through the last alcove on the right to enter the Temple of Kong Tien and exit the level.

PLAY BALL!

Tips, strategies, and out-of-the-park cheats for your favorite baseball games **By Todd Zuniga**

Put ME in Coach!

There are six baseball games this season, and you've got \$50. Trust us, you won't need to buy more than one. We waded through the hype, so you'll end up feeling like a Hall of Famer.



Game	All-Star Baseball 2004 Acclaim (PS2, Xbox, GC)	High Heat MLB 2004 3DO (PS2, Xbox, GC)	MLB Slugfest 20-04 Midway (PS2, GBA, Xbox, GC)	MVP Baseball 2003 EA Sports (PS2, Xbox)	World Series Baseball 2K3 Sega (PS2, Xbox)	MLB 2004 989 Sports (PS2)
GameNOW Grade	C+	A	B+	B+	B	N/A
We Love	The heartbreaking theme song from <i>The Natural</i> . Plus, downloadable rosters.	Teams intentionally walk Barry Bonds and sub in reserves during blowouts.	The new special pitch whips around like Tony Gwynn's '83 'fro.	The pitcher/batter interface means you're actually pitching, not just watching.	The Franchise mode allows you to hire and fire the managers and coaches that shape your team.	Putting a player through spring training to get him to the bigs.
We Hate	Finding stats is harder than finding a Devil Rays season ticket holder.	Pitchers do try to throw pickoffs to third base. Weird.	The new special pitch is nearly impossible. Plus, it's not real baseball.	Huh?	It's their sweet time throwing a pitch to the plate (nine seconds).	Players don't round bases. They stop and go. Ugh.
Sim Worth	3/5	5/5	1/5	3/5	4/5	3/5
Fun Factor	2/5	5/5	5/5	4/5	3/5	2/5

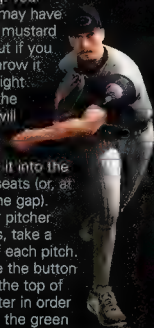
EA SPORTS™ MVP BASEBALL™ 2003



STRATEGY NOW

Pitching

- Accuracy is the key to pitching. Your heater may have a lot of mustard on it, but if you don't throw it to the right spots, the batter will get a tip-off and put it into the cheap seats (or, at least, the gap).
- As your pitcher fatigues, take a little off each pitch. Release the button before the top of the meter in order to keep the green accuracy zone larger.
- Holding the Pitch button down longer will make



itches more effective. At the top of the meter, fastballs have more speed and breaking balls have more spin.

- The best way to confuse a batter is by changing timing. Mix it up by including some off-speed stuff with your fastballs.

Batting

- Pressing Up or Down on the left analog stick controls whether you hit fly balls or grounders. Use this strategically for sac flies and hit and runs.
- The left stick controls the direction of a bunt. If you want to hit one deep up the third-base line, press the stick Up and Left.
- Swing timing is the most important factor in hitting.

Pitchers will try to mix up speeds to fool you.

- Hot and cold zones are extremely important in determining the results of your hits. Be patient and go for more balls in the neutral or hot zones than ones in the cold zones.

Fielding

- Your body momentum affects a throw's power and accuracy. Get your players set or moving toward your target before starting a throw.
- Tapping the Throw button will cause a weaker throw but

gets rid of the ball faster. Use this approach when making short-distance throws.

- There is no Dive button, but if you have a player who can field well, he'll make flashy plays for you.

Running

- Runners default to CPU control, which runs cautiously. You'll have to take control if you want to grab an extra base.
- Use the triggers if you need to advance or retreat the baserunners. This helps if you get into trouble and need everyone to go in the same direction.
- When sliding, press Up on the left stick to go in head first. Press Down on the left stick if you want to slide feet first.



Franchise

- Games you play earn more momentum than simulated ones.
- The importance of each game is measured by Game Impact. High Game Impacts will have a much more dramatic effect on your Team Momentum.
- Pick your spots when choosing which games to play and which ones to simulate. Rivalry series and divisional opponents will usually carry a higher Game Impact, so it's important to play and win these games.
- Managing your payroll is a matter of negotiation. Players will tend to ask for more than what they will accept. So, lowball 'em!
- Good pitching usually means a good team. Pay attention to your starters and make roster moves to deepen your bullpen.
- When drafting rookies, go for high potential. They're more likely to develop into stars.



EA
SPORTS
MVP
BASEBALL
2003



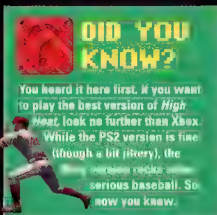
54 Can't-Miss Tips

1. Play on the Fastest setting.
2. Go to the Tuning menu and put all the pitch speeds two notches short of full.
3. Throw to first when there's a sacrifice bunt.

1. Don't choose the Rockies as your human-controlled team unless you like hour-long games.

2. If you're an away team playing in Denver, swing for the fences instead of bunting.
3. Also, if you're playing in Denver, don't get frustrated if you're down by eight runs. You can come back.

1. Walking a batter isn't the worst thing....
2. Unless that batter is leading off an inning. Then, walking that batter is almost the worst thing. The worst thing is inexplicably eating your controller.
3. Go to Batting in the Tundra



manu and push the Foul Balls up two notches.

1. Don't rush your throws. If you try to throw the ball before you catch it, the chance of an error increases dramatically.
2. Hit your cutoff man often (press R1).
3. Don't use players out of position, like a catcher in center field. They'll screw up, usually at the worst possible times.

1. Never make the first or third

- Know the catcher you're up against. Don't steal if he has a great arm. Pudge Rodriguez (Marlins), for example, is not to be tested—nor is Charles Johnson (Rockies).
- If you have a runner at third, know what to do on a wild pitch (it's Down and Squire to break for home). If you

delay, you'll be buried at the plate.

1. If there's a runner on first and there's a base hit to left, throw to third.
2. If there's a hit to center, throw to second—unless it was really, really hammered, then consider gunning the ball to third.
3. If there's a hit to right, throw to second.

Baseball's like chess: You have to think three moves ahead. Remember, your pitcher can't last forever, so warm someone up if there's any sign of trouble.



The logo for MLB SlugFest 2004. It features the text "MLB" in a small, red, italicized font at the top. Below it, "SLUGFEST" is written in a large, bold, white font with a thick black outline and a slight 3D effect. Underneath "SLUGFEST", the year "2004" is displayed in a red font with a black outline. A baseball is positioned between the "0" and "4" of the year. The entire logo is set against a green background with a subtle pattern.

Cheats Disabled
Extended Time for Codes

Max Batting
Max Power

X,X,X,X,
X,X,X,X,
Unlimited Turbo
X,X,X,X,X,X,X,X,



Low End

Ice Bar
●, ●, ●, ↑
Blaze Bat
●, ●, ↑

1 2 3 4 5 6

Bone Bar

Mace Bat

• • • • •

Whiffle B

16. Software

 Springer

Rubber B

Coliseum

00000000

KNOW THE CODE

We'll be the first to admit that *High Heat*, while the best baseball game isn't perfect. We've seen some odd runs scored that never should have happened. In these cases, punch in this code to adjust the score (but don't cheat there, Pete Rose):

Pause the game and press **■ ■ ■** **○** **○** **○** **○**. A sound will confirm this portion of the code. Then press **○** **○** **○** **○** **○** **○** **○** **○**. The Ball Cannon (it lets you set pitch physics) and Game State (edit game parameters) options will be unlocked.

2. Vary your pitches, especially during a rally. The only way to stop from being knocked around is to pitch, not just throw.
3. Throw balls once in a while. Getting ahead of hitters is great, but a hook in the dirt to start an at-bat isn't a bad idea.

Bottom of the 4th

1. Situational hitting will win ballgames. If A-Rod is on deck, take a few pitches....
2. But if the pitcher's on deck, swing away!
3. If the opponent's pitcher is on deck, consider an unintentional intentional walk. [Confused? It just means you give him nothing to hit and hope he gets himself out on a crappy pitch.]

Top of the 5th

1. Vary your delivery. If there's a runner on base, don't keep pressing X to quickly throw a fastball. The runner will catch on and easily steal second base.
2. Change your position on the rubber. Push Left or Right on the analog stick while holding R2. It'll help keep

the ball off the center of the plate.

3. If your pitcher's having a bad inning, work through it. If he has a bad first inning, a bad second, and then a bad third, yank his sorry keister.



Bottom of the 5th

1. If you get picked off, don't look back. Head to the next base and hope the fielder drops the ball.
2. Use the Mound Visit option to get pitchers warmed up. Take a pitch or two. It'll wear the pitcher down and improve your chances of seeing a fat fastball you can unload on.

Top of the 6th

1. Play a full season. True, 162 games is insane, but if you start playing, you'll see it's worth it. Plus, having a .300 hitter with 22 homers feels very rewarding.
2. Going for three is a good way to waste a double. Only try it if there's one out or you've plunked it into the right-center-field corner of Pac Bell.
3. Don't bench your shortstop for hitting .265, unless he's a defensive liability. Not everyone is Nomar.

Bottom of the 6th

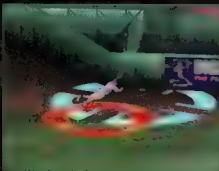
1. If a player on your team isn't getting the job done, bring up a minor leaguer.
2. Check your minor league system from time to time. You never know when some

Triple-A pitcher is striking out two per inning.

3. You can't take out a pitcher right after a Mound Visit. Throw a pitchout or a ball in the dirt, and then you can change pitchers.

Top of the 7th

1. Don't use your closer for more than two innings. Ever.
2. If you double switch, make sure no one's out of position. Defense wins championships. Ask the Bucs.
3. Actually, role players win championships. A team of .291 hitters could take you to the World Series if those hits come in the clutch.



Bottom of the 7th

1. Press R1 to take a bigger lead off a base....
2. But don't take a big lead with anyone other than your speedsters. Other players will get picked off.
3. On defense, try to set yourself before a throw. Rush to the ball, stop at the last second, and let the ball come to you. Then throw.

Top of the 8th

1. If there's a home run ball, try jumping with Triangle when you're at the wall. What else can you do?
2. Don't throw the ball in the dirt with a runner on third, unless your catcher is great. Otherwise, you might uncork a wild pitch.

3. If Barry Bonds is on deck and you need two runs, don't go for a double. They'll intentionally walk him. Same goes for any big hitter on any team....

Bottom of the 8th

1. If you've hit the first two pitches of an inning into outs, take a pitch or two. No matter who's up. Even if the first pitch is a strike.
2. If you need an extra base, and you're playing a friend, slap the controller out of his hand and take the extra base while he looks at you dumbfounded. If your friend punches you in the face, take two bases.
3. Change speeds when you pitch. Follow up a fastball with a change-up, then follow up a fastball with another fastball to be extra tricky.

Top of the 9th

1. Hit and run when the count is 2-1—never when it's 0-2.
2. It's modern-day baseball, so if your pitch count nears 90 and it's not the seventh inning, ready a reliever.
3. On a shallow fly ball, don't tag and try to score. Wait it out and hope for a base hit.

Bottom of the 9th

1. Expect players to slump. Sosa can't get a hit every time he's up.
2. Nor can he homer every time. This isn't *Triple Play*. A dinger every 10 to 14 at-bats over the course of a season adds up to about 55 homers, so don't get anxious. Celebrate every victory with either a fist pump or a simple "Yes!" It's a long season. Save your yodeling and armpit-fart triumph for the playoffs.

Rocket Park

■ ■ ■ ■ ■ ■ ■ ■ ■ ■
 Monument
 ■ ■ ■ ■ ■ ■ ■ ■ ■ ■
 Midway Park
 ■ ■ ■ ■ ■ ■ ■ ■ ■ ■
 Empire Park
 ■ ■ ■ ■ ■ ■ ■ ■ ■ ■
 Forbidden City
 ■ ■ ■ ■ ■ ■ ■ ■ ■ ■
 Atlantes
 ■ ■ ■ ■ ■ ■ ■ ■ ■ ■

Teams

Pinto
 ■ ■ ■ ■ ■ ■ ■ ■ ■ ■
 Horse

■ ■ ■ ■ ■ ■ ■ ■ ■ ■

Eagle
 ■ ■ ■ ■ ■ ■ ■ ■ ■ ■
 Lion

Team Todd McFarlane
 ■ ■ ■ ■ ■ ■ ■ ■ ■ ■
 Team Terry Fitzgerald
 ■ ■ ■ ■ ■ ■ ■ ■ ■ ■
 Dwarf

Bobble Head
 ■ ■ ■ ■ ■ ■ ■ ■ ■ ■
 Dolphin

Scorpion

■ ■ ■ ■ ■ ■ ■ ■ ■ ■
 Subzero

■ ■ ■ ■ ■ ■ ■ ■ ■ ■

Hoodoo Clown
 ■ ■ ■ ■ ■ ■ ■ ■ ■ ■



Little League

■ ■ ■ ■ ■ ■ ■ ■ ■ ■
 Minotaur
 ■ ■ ■ ■ ■ ■ ■ ■ ■ ■
 Olshar
 ■ ■ ■ ■ ■ ■ ■ ■ ■ ■
 Rivera
 ■ ■ ■ ■ ■ ■ ■ ■ ■ ■
 Neapolitano
 ■ ■ ■ ■ ■ ■ ■ ■ ■ ■
 Evil Clown
 ■ ■ ■ ■ ■ ■ ■ ■ ■ ■
 Alien
 ■ ■ ■ ■ ■ ■ ■ ■ ■ ■
 Casey

WORLD SERIES 2K3 BASEBALL

Batting

Power Swing vs. Contact Swing: It's a safer bet to try a power swing when you're up in the count and expecting a fat pitch. If you're up in the count 2-0 or 3-1, the pitcher will likely throw a strike, so load up and try to bash it deep. Otherwise, go with a contact swing.

Pitch Preview:

Can't get any hits? Check out Pitch Preview. Turning it on lets you see where the pitch is being thrown when you're batting. If it's a ball, take it; if it's not, swing away!



Timed Hitting:

To improve your hitting, adjust Batting Control. Play with Timed Hitting. The cursor goes, bye-bye, and you no longer have to deal with it. If you're still struggling, turn on Swing Feedback. It'll let you know how you missed the pitch ("Swung Over Ball" or "Swung Low and Inside").

Drag Bunt:

If you've got a speedy player at the plate, catch the defense off guard with a drag bunt. Press Triangle when you would



normally swing at a pitch.

Pitching

Don't Throw Meatballs:

Always nibble at the corners of the strike zone rather than pitch right down the middle. CPU hitters will really punish you if you leave too many balls out over the heart of the plate.

Be Wary of the Hot and Cold Zones:

Blue zones indicate a hitter's weak areas; red shows where a hitter crushes the ball, and clear zones are neutral. Keep your pitches away from the red zones. CPU batters will learn your tendencies, though, so it's important to mix it up.

Utilizing Matchups:

Righty/Lefty matchups can be important in the late stages of a game. If your starter is tiring and you need to bring in a reliever to protect a lead, choose carefully. You can use the Quick Keys (press the R2 button on the Pitcher-Batter screen before a pitch is thrown) to see how the opposing team's next few batters stack up.

Baserunning & Fielding

The Manual Leadoff System:

Take steps forward with L1 and steps back with L2. Be warned, though, CPU pitchers can be ruthless and will pick you off if you aren't careful. Once you've got your lead, keep your finger near the R1 button.

Jumps and Dives:

On defense, you can dive and jump with R1. But don't get dive happy. An ill-timed (or unnecessary) dive can turn into an inside-the-park homer. Don't be afraid to let the ball bounce in front of you and keep the runner to a single.

Franchise Mode

Drafting Coaches:

When starting a franchise, the Management Draft is key. A



solid foundation of coaches and scouts will find you new talent and develop the talent you have. There are five management positions to fill, and each has a slightly different effect on your team. The batting coach, pitching coach, manager, and minor league director all directly affect the way your players develop. The scouting director acts as your window into all talent that comes to your team. Player ratings (including potential) are colored through his eyes, so the better he is, the closer his ratings will be to reality. If your team seems noticeably weaker on either the batting or pitching side, consider drafting a manager and/or minor league director with a solid rating in that area to balance things out.

Sorting Categories With the Right

Analog Stick:

On almost any screen in Franchise mode, you can press the R3 button (click in the right analog stick) to sort a category from high to low. This is ideal for both the rookie draft and free agent signing periods at the end of the season.

Deciphering Budget Terminology:

The Team Budget screen (select General Manager/Budget from the Franchise main menu) is where all your team's (and the other

29 MLB teams') financial information is tracked, including expenses and what types of players take up what percentage of your payroll. The most important figure here is Budget Remaining, which tells you how many Budget points you currently have available.

Budget Remaining = money made last year (Income) - current payroll (Expenses) + reserves left over from last year (Bank). Refer to your Team Budget screen often to help gauge which direction your team is headed financially. Are you spending too much money on older veterans? Is your top player eating away too large a percentage of your overall budget? The Team Budget screen is the place to figure all this out.

Locking Up Your Young Stars:

Don't want to lose your key players to free agency? The Contracts screen (select General Manager/Contracts from the Franchise main menu) is where you can lock up your future stars to long-term deals to ensure they'll be with the team for the long haul. We highly recommend doing this. You are free to negotiate with all players with one year remaining on their current contracts, so it's in your best interest to do so before they hit the open market.

**ALL-STAR
BASEBALL
2004**
Featuring Derek Jeter

How to Hit the Ball

When you're batting, you can adjust your swing by pressing the L1 and L2 buttons. L1 moves the cursor forward, and L2 moves it back. This is useful for adjusting your swing to the pitch. For example, if you're expecting a fast pitch, you can move the cursor forward to hit it. If you're expecting a slow pitch, you can move the cursor back to hit it. The cursor will move in increments of 10 degrees. You can also adjust your swing by pressing the R1 and R2 buttons. R1 moves the cursor up, and R2 moves it down. This is useful for adjusting your swing to the pitcher's release point. For example, if the pitcher is releasing the ball high, you can move the cursor up to hit it. If the pitcher is releasing the ball low, you can move the cursor down to hit it. The cursor will move in increments of 10 degrees. You can also adjust your swing by pressing the L3 and R3 buttons. L3 moves the cursor left, and R3 moves it right. This is useful for adjusting your swing to the pitcher's arm angle. For example, if the pitcher is throwing a right-handed pitch, you can move the cursor left to hit it. If the pitcher is throwing a left-handed pitch, you can move the cursor right to hit it. The cursor will move in increments of 10 degrees.





TRICKS NOW

We lose at games so you don't have to

GAMECUBE

BLACK AND BRUISED Unlockism

To activate these cheats, just enter the listed name when prompted to name your fighter.
Big-head mode: DAVID TUA
Dumb fighters: ALESSICA MELTON
Fast mode: ADAM GARDNER
Fat mode: RICH OBERDICK
Invincibility: MUHAMMAD ALI
Unlock all arenas: LENNOX LEWIS
Unlock all boxers: MIKE TYSON

BLOODY ROAR: PRIMAL FURY

Secrets
To unlock the following characters, play any mode the listed number of times. You can easily do this by starting a game and then quitting it over and over again.

Ganeshia

50 times

Cronos

100 times

Kohryu

150 times

Uranus

200 times

Cheats

Clear Arcade mode the I listed number of times. You can use any character you wish and may continue as often as needed.

Movie Player

One time

COM Battle

Two times

Kids Mode

Three times

Big Heads

Four times

Big Arms

Five times

No Wall

Six times

Min Wall

Seven times

Final Round

Eight times

Low Speed

Nine times

High Speed

10 times

No Blocking

11 times

Max Difficulty

12 times

Knock Down Battle

13 times

Human Only

14 times

Beast Only

15 times

Hyper Only

16 times

BEACH SPIKERS

Hot Uniforms!

Unlock these delightful bikinis by slogg through the sometimes tedious Tutorial mode (including the noninteractive parts).

Fighting Vipers Style

Enter your name as FVPIERS for *Fighting Vipers* Uniforms 109-110, Hair 76, and Face 51.

Daytona USA Style

DAYTONA for *Daytona USA* Uniforms 107-108.

Phantasy Star Style

PHANTIAZ gets you *Phantasy Star Online* Uniforms 114-115, Hair 77, and Face 53.

Space Channel 5 Style

Ooh! La! la! Get into the *Space Channel 5* spirit with ARAKATA, it gets you Uniforms 111-113, Hair 76, and Face 52.

Virtua Cop Style

Tap in aS1C6 for *Virtua Cop* bikinis 105-106, and cop shades with Sunglasses 94.

Sega Style

OHTORI (Uniforms 116-117) gets you *Sega* .ogus up the wazoo. Literally.

CEL DAMAGE

Cool Cheats

From the Main Menu screen, choose the Play option and press A to join the game. Next, choose the Create/Load option and then choose Create New. Save the game to either slot A or B and then choose New Name. In the Name Entry screen, enter any of these passwords for the results shown here. When you enter one of the codes correctly, you will hear a sound to confirm it's the correct code.

Brian the Brain and Space World

BRAINSAIAD

Count Earl and Transylvania World

CARL SRAICE

T. Wracks and Jungle World

TWRECKSPAD

Whack Angus and Desert World

WHACKLAND

Melee Weapons Open

MELDEDEATH

Hazard Weapons

HAZARDOUS

Unique Weapons

UNIQUEWPANS

Plastic Mode

FANPLASTIC (At the Event Select screen, go to Smack Attack and press Down to highlight Event Settings. Choose Event Settings and then move down and select Options. On the Options screen, move down and select Rendering Modes. Now you can choose the Render Plastic option and your characters will look different than the original cell-shaded ones.)

All FMV Sequences

MULTIPEX1

Unlocks All Cars, Tracks, and Modes

PIXA

EXTREME G III

Cool Tricks

You can enter the following tricks from the Press Start screen or from the Main menu.
Win next race: L + R + Z, L + R, Z, L + R + Z
Infinite ammo: L, R, L, R, L + R, Z
Infinite shield: L + R, Z, L + R, Z
Open all tracks: L, L, R, R, Z, Z, L + R + Z
Extreme track challenge: L, R, L, R, L, R, Z, L + R
Prize money: X2, L, R, Z, L, R, Z, L + R



May 1 - Spring Cleaning

Attention everyone! It's time to clean up all that garbage that has collected over the past year. What better memento of this day of cleanliness than a model of the town dump? Stop by the wishing well to claim your model from Mayor Tortimer.



Design Your Own Patterns

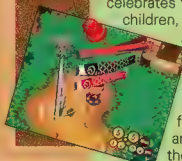
Ghostbusters—Palette 11

This month's pattern is a request from Jared Thorbahn of Newark, Ohio. He's a big *Animal Crossing* fan, and apparently, his house is haunted. That must be why he wanted the *Ghostbusters* logo. Plaster this all over your floor and walls, and you won't have to be afraid of no ghosts. Now, Jared, who ya gonna call?



May 5 - Children's Day

Children's Day is a Japanese holiday that celebrates the growth and happiness of children, but we celebrate it here in *Animal Crossing* as well. To commemorate the day, everyone flies carp-shaped streamers outside their homes. On May 5 (and for a few days before), wander around town and check out the beautiful streamers.



Second Sunday - Mother's Day

You can't travel home to visit your mom in *Animal Crossing*, but be sure to visit the mayor at the wishing well. He'll give you a Lovely Phone that you can use to call your dear mumsy.



JAMES BOND 007 NIGHTFIRE

Secret Codes

The following codes must be entered in the Password screen.

Open Game Modes

Unlock all multiplayer scenarios
GAMERJOM
Demolition mode: TNT
GoldenEye Strike mode: ORBIT
Protect mode: GUARDIAN
Team King of the Hill mode: TEAMWORK
Uplink mode: TRANSMIT
Assassination mode: SCOPE

Unlock Multiplayer Characters

Jaws, DENTAL
Odour, BOWLER
Xenia, JANUS
Pussy Galore, CIRCUS
Scaramanga: ASSASSIN
Baron Samedi: VOOODOO
Christmas Jones: NUCLEAR
Golfing, MIDAS
Tungus Band: BLACKTIE
Jackie, all PARTY

Unlock Stages

Alpine Escape: POWDER
Enemies Vanquished: TRACTION
Double Cross: BONSAI
Night Shift: HIGHRISE
Chain Reaction: MELTDOWN
Phoenix Fire: FLAME
Deep Descent: AQUA
Island Infiltration: PARADISE
Countdown: BLASTOFF
Endless VACUUM

Extra Unlocks

Get all upgrades: O LAB
Laser upgrade: PHOTON
Upgrade missiles: LAUNCH
Extra sniper ammo: MAGAZINE
Explosive scenery: BOOM
Driving Mode Stuff:

Unlock SUV in Enemies Vanquished Level

Start the level, pause the game, and hold down L. Then hit X, Y, B, Y, B, and Y. Release L. You'll restart the level with the SUV from the island infiltration level.

Full Armor in Driving/On-Rails Levels

Pause the game and hold L. Then hit X, Y, B, X, X, X, X, X, and X. Release L. You'll have full armor when you unpause. This code can be used repeatedly throughout a level.

Open Street Race 1 Stage:

In Enemies Vanquished level, pause the game and hold down L. Then hit X, X, B, and Y. Release L. The race will begin.

Speed Up Driving Stages:

In a driving level, pause the game and hold down L. Then hit X, Y, B, Y, X, B, and X. The speed will increase significantly.

Infinite Missiles in Driving Stages:

In a driving stage, pause the game and hold L. Then hit B, Y, Y, B, and X in sequence. You'll get infinite missiles.

Upgrade Bullets in Racing Stages:

Pause the game, hold down L hit X, X, X, and X, then release L.

KELLY SLATER'S PRO SURFER

Tubular Codes

On the Main menu, highlight Extras and press A. On the next screen, highlight Cheats, then press A. Enter the following codes in this screen.

Mega Cheat

all hidden surfers, levels, trunks boards, and "Balls" video
714558092

Character Codes

Frank: 310558217
Tony Hawk: 325558787

Tiki God: 8885554508

Pastrana: 808556292

All surfers: 9495556199

Stats and Tricks

Better balance: 2135555271
Even higher jump: 3175554007
All tricks: 8255550403
New stats: 2175551176

Other Codes

First-person perspective: 8775553825
Unlock all suits: 7025552818
Unlock all levels: 3285554497

LEGENDS OF WRESTLING

Unlock All Wrestlers

Enter the following code at the Main menu. Up, Down, Down, Left, Right, Left, Right, Y, X. If you did it right, you'll get confirmation so

MX SUPERFLY

Ultimate Cheat

Enter the following at the Main menu. X, Y, then L + X, then R + Y. All tracks, rides, bikes, and run games will be unlocked.

NBA 2K3

Special Stuff

Unlock Special Teams

Select Game play from the Options menu. Hold Left on the D pad and Right on the left analog stick and h i h i Start. The Codes section will now be available from the Options menu. Enter MEGASTARS (all caps) in the Codes menu to unlock the Sega Stars. View Concepts, and Team 2K3 teams in Exhibition and Street modes.

STAR WARS BOUNTY HUNTER

Mad Codes

You must enter the following codes at the Code Setup screen.

Unlock All Concept Art:

R ARTISTS ROCK

Unlock All TGC Cards:

GO FISH

Unlock Characters:

Chapter 1: SEEDWOMTHEYRJR
Chapter 2: CITYPLANET
Chapter 3: LOCKDOWN
Chapter 4: DUGLOPPLENTY
Chapter 5: BANTHAPODODOO
Chapter 6: MANDALORIANWAY
Unlock Missions:

1. BEAST F1
2. GIMMICKYJETPACK
3. CONVEYORAA
4. BIGCITYNINJA
5. FATHR/FMFAI
6. VOTETRE1
7. LOCK.F
8. WHAT A ROT
9. SHATED
10. BIGMAGQUITS
11. ONEDADDIO
12. WISHHADMYSHIP
13. MCGSAMOS
14. TUSKENS R JS
15. BIG BAD DRAGON
16. MONTROSSIBAD
17. VOSA BRADDER
18. JANGSIBADDELS

THE SIMPSONS: ROAD RAGE

Dutton Codes

While in the Options menu, hold the L stick down and then press the following button combinations.

Red Soapbox Car

B, B, Y, X

Smithers in Mr. Burns' Car

B, B, Y, Y

Nuclear Bus

B, B, Y, A

Extra Money

Y, Y, Y, Y

Stop Time

X, B, Y, A. Press R to start, stop, and reset the timer.

Nighttime Mode

A, A, A, A

Slow-Motion Mode

X, B, Y, Y

Flat Characters

X, X, X, X

Time Codes

Change your Cube's internal date to the following in order to unlock these secret characters.

New Year's Krusty

1/1/2002

Thanksgiving Marge

11/27/01

Halloween Bart

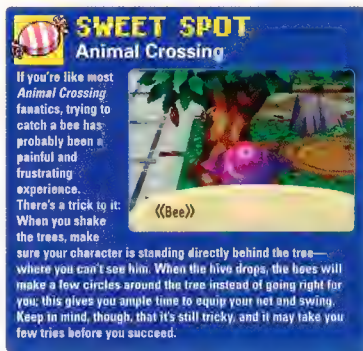
10/31/02

Christmas Apu

12/25/01

SUPER SMASH BROS. MELEE

There are 11 secret characters in the game, and there's actually more than one way to unlock some of them. When you unlock any of the meeleos listed below, the secret character will appear and challenge you. Once you defeat him, he will be unlocked.



If you're like most Animal Crossing fanatics, trying to catch a bee has probably been a painful and frustrating experience.

There's a trick to it: When you shake the trees, make

sure your character is standing directly behind the tree—where you can't see him. When the hive drops, the bees will make a few circles around the tree instead of going right for you; this gives you ample time to equip your net and swing. Keep in mind, though, that it's still tricky, and it may take you few tries before you succeed.

Dr. Mario

Play 100 Vs. matches OR beat Classic or Adventure mode as Mar o Classic or Adventure.

Falco Lombardi

Play 300 Vs. matches OR defeat the 100-Man Melee mode.

Ganondorf

Beat Event Match #29 (Inforce Gathering).

Hippogriff

Beat Classic or Adventure mode with any character.

Luigi

Beat Stage 1 of Adventure mode (Mushroom Kingdom) when the timer shows a "Z" in the last seconds place (the fourth digit from the left).

When you go to the next section of this stage (the fight against Mano and Peach), Luigi will jump into the battle and replace Mano. Defeat the pair within a minute and Luigi will challenge you, again, once you beat the Adventure mode.

Marth

Play 70 Vs. matches or play Classic Adventure, or Vs. mode with each of the 14 normal characters.

Hevtwo

Play 700 Vs. matches or play Vs mode for 20 hours.

Mr. Game & Watch

You must first unlock all of the other characters. Then beat Classic, Adventure, or Target Test mode with them all.

Pichu

Play #37 Vs. matches or beat Event Match #37 (Legendary Pokemon).

Roy

Beat Classic or Adventure mode as Marth without continuing.

Young Link

Play 500 Vs. matches or beat Classic mode with 10 different characters (two must be Link and Zelda).

RESIDENT EVIL

Want infinite grenades of normal, flame, and acid? The alchemy invulnerable to trick, works only in Once Again, and ruins the balance of the game. Cool.

Step 1: Take Acid and Flame rounds and the Launcher to an Item Box.

Step 2: Place the launcher in the top-left item-space. Put two grenades (of any type) in the last two inventory spaces. The third set is loaded in the Launcher.

Step 3: Leave the Item Box, equip the launcher so it's your weapon, and then open the Item Box and scroll to an empty space. Put grenades in that

How Do I Unlock It?

Complete the game on Normal twice with the same character.

What Is It?

Just like it sounds, a lot of the enemies are now invisible. The sounds are still in place, so you can do at least a little bit of audible tracking. You really need to master all enemy locations to have a shot at completing this mode. The trick is finding out which ones you actually need to kill.

One Dangerous Zombie

How Do I Unlock It?

Complete the game on Normal with Chris and J. I.

What Is It?

This mode will overwrite the regular game mode. So if you go to the Once Again screen, you'll automatically be entering it. The object is the same as the regular game, except there's one very special zombie who's out to get you. He appears every so often and can't be killed.

SEGA SOKER SLAM

Associated Codes

Unlock Stadiums
Open Casino stadium: Up, Up, Down, Down, X, X
Open Pacific Atoll stadium: Up, Up, Left, Left, Y, Y
Open Jungle stadium: Up, Down, Down, Down, X, X
Open Alien Castle stadium: Up, Up, Down, X, X
Open Riviera Rains stadium: Up, Down, Down, Y, Y
Open Reactor Core stadium: Up, Left, Left, Right, X, Y
Open all stadiums: Up, Up, Up, X, X, X

Alternate Teams

Alternate El Fuero: X, X, Down, Down, Left, Right
Alternate Spirit: Y, Y, Down, Down, Left, Right
Alternate Subzero: Y, Y, Down, Right, Left, Up
Alternate Toxic: X, X, Down, Down, Up, Up
Alternate Tsunami: X, Y, Down, Up, Right, Left
Alternate Vista: X, X, Down, Up, Down, Up
All alternate teams: X, Y, Down, Down, Down, Down

Gameplay Cheats

Maximum play: R, Left, Right, Y, Y
Infinite turbo: L, R, Right, Up, X, X
Big hits: L, R, Up, X, Y
Infinite spotlights: L, R, Down, Right, Y, X

Fun Balls

Beach ball: R, Right, Right, Down, Y, X
Black box: R, Left, Left, Down, X, X
Box ball: R, Right, Right, Y, X
Classic soccer ball: R, Right, Left, Left, Y, X
Crate: R, Left, Down, Right, Y, X
Earth: R, Right, Right, Left, X, X
Eyeball: R, Right, Down, X, X
Magic 8-ball: R, Right, Up, Up, Y, Y
Hem's head: R, Left, Left, Y, X
Rusty can: R, Left, Up, Y, X

Items

Angus' items: Left, X, Right, X, Up, Anselmus' items: Left, Y, Up, Down
Boomer's items: Left, Y, Left, X, Up
Dante's items: Left, X, Right, Y, Left
Djinn's items: Left, Y, Down, Y, Up
Duke's items: Left, X, Up, Right
El Diablo's items: Left, X, Right, X, Down
Hail Pirt's items: Left, Y, Up, X, Up
Kahuna's items: Left, Y, Right, Y, Right
Karnam's items: Left, X, Down, X, Down
Kiri's items: Left, Y, Up, X, Left

Get all modes: GAMEON
Get all tracks: TRIBLZR
Get all equipment: THREADS
Get all championships: GOLDCUPS
Disable weeks: RLYAPER
Unlock San Jacinto Is es: GABRIEL

BATTLE ENGINE AQUILA

Cody Cheats

Enter the following cheats when prompted for your name. Just enter the listed name and between the game God mode BAK42 (activate from the Pause menu).
Unlock all stages: IEVAH
All gallery items: 1057702

BLOODWAKE

Random Codes

These are to be entered in the Title screen.
Invincibility: Press left stick in, press right thumbstick in, Down, Left, Down, Left, B, Y, Start
Infinite turbo: Up, Up, Down, Down, Left, Right, Left, Right, B, A, Start
Infinite ammo: Black, White, Left trigger, Right trigger, press Right Thumbstick, press Right Thumbstick, Y, X Start
Open all boosts in Battle mode: Up, Down, Left, Right, Left trigger, B, X, X, press Right thumbstick, Start
Open all arenas in Battle mode: X, Y, Up, Right, Left, Down, Up, Down, Left trigger, Start
Open all game modes in Battle mode: Y, X, X, B, press Left thumbstick, press Right thumbstick, Black, White, Right trigger, Right trigger, Start

BMX XXX

Cheat Overload

You enter these in the Cheats menu, gameNOW is not responsible for the content of the unlockables

Rudimentary Cheats

Level select: XXX RATED CHEAT
Stage select: MASS Hysteria
Play as Amesh Boy: ELECTRICITYBAD

Free Bikes

55 SWEET RIDES
Am sn Boy's bikes: AMISHBOY1698
Helviti's bikes: HELMITITY487
Rich's bikes: TCHH58
Jordan's bikes: JOYDIE19
Karma's bikes: KARMAJ31
Latex's bikes: LATEY411
Manuel's bikes: MANUEL415
Mik's bikes: MIKA324736
Nutter's bikes: NUTTER4290
Raves bikes: RAVE10
Skeeter's bikes: SKETER666
Tripledu's bikes: TRIPLEDJB922
Twain's bikes: TWAIN18

Unlock Levels

Launch Pad 69 level
SHOWME THE MONKEY
Rampage Skatepark level
JOURAULES

The Dam level THATADAMLEVEL

Las Vegas level SHOWME THE MONEY

Roots level UNDERGROUND

Sheep Hills level BABAAA

Syracuse level BOYANDUSSUCK

Randomness

Night-vision mode: 3RD SOG
Happy bunny mode: RLYFYBUNNY

Ghost control mode: GHOSTCONTROL

Super crash mode: HAVEYETTING

Green skin mode: MAKEMEANRY

Visible gap mode: PARABOLIC

Neatly Flicks

All FMV sequences: CHAMPAGNE ROOM

Bonus Movie 1 FMV sequence: THISISBAMX

Bonus Movie 2 FMV sequence: KLOUTIERATY

Dam 1 FMV sequence: BOING

Final Movie FMV sequence: DOULRLRDSquare

Las Vegas 1 FMV sequence: HGBEAMS
Enter the name CONFUSED for the fourth player
Las Vegas 2 FMV sequence: TASSLE
Launch Pad 69 1 FMV sequence: FLINGROD
Launch Pad 69 2 FMV sequence: PEACH
Rampage Skatepark 2 FMV sequence: BURELSUJE
Sheep Hills 1 FMV sequence: ONLOULAR
Sheep Hills 2 FMV sequence: 69
Syracuse 1 FMV sequence: RLYKYKITTY
Syracuse 2 FMV sequence: MICHAELHUNT
The Bronx, NYC 1 FMV sequence: LAPDANCE
The Bronx, NYC 2 FMV sequence: STRIPTEASE
UGF Roots cam: SYRACUSE GOOTYGALL
Park editor: BULLETPPOINT

BUFFY THE VAMPIRE SLAYER

Holy Unlockables

Play as Dark Buffy in Arena
Black, White, Y, Y, Black, Black, White, B, Black, White, Black, Black, White, White, White A screen w/ 1 confirm correct entry

Unlimited Health

Y, White, Black, Black, White, Y, Black, Black, B, Back, Y, Y, A screen w/ 1 confirm correct entry

Unlock New Arenas

Y, Y, White, Black, Y, Y, Y, Y, Y, White, Black A screen w/ 1 confirm correct entry

CEL DAMAGE

Invincibility

Put in CODY for a name
Various Cheats
Put in ENCHILADA for a name

DEAD OR ALIVE: XTREME BEACH VOLLEYBALL

Random Dirtiness

Wanna see DOAX's's end of night without having to actually play? Input too bad. To do so, you'll have to beat it at least once. When that happens, you'll be able to choose a Leave Tomorrow option at the hotel when you return at night. Doing so will let them see the ending sequence immediately.

Hidden Songs

You can find these two hidden music tracks in the game after you beat it once

"How Crazy Are You" by Moya
"Is This Love" by Bob Marley
Use the save file you beat the game with and you'll be able to select the songs from the Radio menu. Easy as pie

DEATHROW

Get More Credits

In the Manage Team screen, hold the Wn le button for 80 seconds
The number of credits depends on the difficulty level. You'll have to reboot the Xbox to perform the trick more than once

Unlock All Arenas

Enter the name MOREROOM for the fourth player

Unlock All Teams and Players
Enter the name ALL150 for the fourth player

Unlock Everything

Enter the name Southend (case sensitive) for the first player

Unlock Extreme Difficulty

Enter the name NTEAR for the fourth player

Unlock Multidisc

Enter the name CONFUSED for the fourth player

DRAGON'S LAIR 3D

Unlock Rewards Menu

To open the Rewards menu, enter the following code: R, press in Left analog stick, R, press in Right analog stick, R, press in Right analog stick, R, White, R, Black, R, White, R, Black. Then simply start the game

ELDER SCROLLS III: MORROWIND

Various Cheats

These codes must be entered through the Stats menu, with the

FUZION FRENZY

Various Cheats

Enter the following codes from the Pause screen
First-person mode: Hold the left trigger and enter Y, B, Y, B
Scroll through Mutant models: Hold left trigger and enter Y, B, X, X, Welsh on: Hold left trigger and enter Y, Y, Y, Y
Squaky voices: Hold left trigger and enter Y, X, Y, X
Hardcore cartoons: Hold left trigger and enter Y, Y, Y, X

GAUNTLET X

Bonus Goodies

Enter the following passwords as your player name
SCM Dwarf

KAOZ92

Ex-Employee Chris

CS2522

Football Dude

RZ73

Manager Mike

DBS62

Karate Steve

SJB64

Created by Don

AVAS55

Schoolgirl

CE1721

Rat Knight

RAT333

Regular Garm

GARM99

Sickly Garm

TESTER TIPS

The Sims

Here are some tips for three of the multiplayer scenarios in *The Sims*:

The Frat House (or The Popularity Contest)

How to Get It
Complete the objectives in the Reality Bites house.
Objective

Be the first to make three friends at the party. Spread rumors about the other player's Sim to ruin their friendships while you improve your own. Once your Sim and the Sim you're trying to befriend have Relationship scores of 50 for each other, they are friends. The first player with three friends gets to party in the hot tub!

Tester Tips
Use the Spread Rumor interaction to ruin the relationship between your opponent and the targeted Sim. Start with Talk and Joke. If your Relationship score is low, and then work your way into better relationship-building actions.

Club Abhi (or Thief of Hearts)

How to Get It
Throw a rager in the Hot to Trot house.
Objective

You have 10 minutes to make more guests fall in love with you than with your opponent!
Tester Tips
There's a problem if you're in



a room with two Sims that love you. If you do a romantic social interaction, one of the Sims will become jealous and their heart will be broken. To avoid this, move to empty rooms and use the Call Over interaction so you can do some hanky-ponky without hurting anyone's feelings. You can also steal lovers away from the other player.

If you are ahead, you can make your Sim interact with the other player's Sim and clog their queue with your own interactions. This is a dirty trick, but like they say, "All's fair in love and war."

The Museum (or Get Your Con On)

How to Get It
Borrow 800 simoleons from Mom in the Money From Mom house.
Objective
Use your relationship-building talents to squeeze

money out of unsuspecting investors. The better they think they know you, the more money they'll give you! The player who swindles the most money before closing time wins!

Faster Tips

Concentrate on getting high Relationship points with a particular Sim, and then ask them for money. When you get money from a Sim, it will reduce your Relationship score with that Sim, but the score will still be higher than with Sims you haven't interacted with. If you chat them up again, you can borrow money more quickly than you can by asking strangers.

If you try some social interactions and they don't go so well, move on to another Sim—had social interactions lower Relationship scores. When your Relationship score with another character gets too low, that Sim will refuse to lend you any money.

appropriate statistics highlighted
Restore health. Highlight "Health" in the Stats menu, and press Black, White, Black, Black. Then hit A to restore health
Restore Magicks. Highlight "Magicks" in the Stats menu, and press Black, White, White, Black, White. Then hit A to restore health
Restore fatigue. Highlight "Fatigue" in the Stats menu, and press Black, Black, White, White, Black. Then hit A to restore fatigue

NU0069

Happy Face

STX227

Chinaw

6-1155

Punkrock

PNK565

Ninja

TAK118

Employee Stig

STG333

Waitress

GARM00

Summer

SUM224

Sky General

SKY100

Mountain General

MTN200

Town General

TWN300

Castle General

CAS300

Ice General

Luca viewing room, on the counter
Al Bhd Primer VII
 Mh then road, a gift from Rin
Al Bhd Primer IX
 Mh then road at the new road north
Al Bhd Primer X
 Mushroom Rock road, Cliff area
Al Bhd Primer XI
 Djose Road
Al Bhd Primer XII
 Mountain, North shore
Al Bhd Primer XIII
 Guasacal found in a room on the far left
Al Bhd Primer XIV
 Thunder plains as a gift from Rin
Al Bhd Primer XV
 Macalania Forest on the road to the lake
Al Bhd Primer XVI
 Macalania Lake in front of the inn
Al Bhd Primer XVII
 Sanbusa Desert central portion left s.de
Al Bhd Primer XVIII
 Sanbusa Desert central portion right s.de
Al Bhd Primer XIX
 Al Bhd city of Home
Al Bhd Primer XX
 Al Bhd city of Home, residents area
Al Bhd Primer XXI
 Al Bhd city of Home, road area
Al Bhd Primer XXII
 Beve le Temple
Al Bhd Primer XXIII
 Calm Lands, Northwest area
Al Bhd Primer XXIV
 Remem Temple
Al Bhd Primer XXV
 Cave under the mountain
Al Bhd Primer XXVI
 Omega ruins
Cactuar Locations
 You can find nine Cactuar
First Cactuar
 Oasis. Near the first save point
Second Cactuar
 Sanbusa Desert (East) In the alcove to the east, north of the tent with the save point
Third Cactuar
 Sanbusa Desert (West) Search the sign near the Cactuar rock that says “20% off!”
Fourth Cactuar
 Sanbusa Desert (Central) Near the ruins to the west, look for two Cactuars running around the desert
Fifth Cactuar
 Sanbusa Desert (East) Near the Save point under the tent
Sixth Cactuar
 Sanbusa Desert (West) Trapped in the treasure chest on the far west
Seventh Cactuar
 Sanbusa Desert (Central) Inside one of the sand whirlpools. You must exit and reenter the area
Eighth Cactuar
 Oas s Teleport back to the airship and go on the outside dock
Ninth Cactuar
 Sanbusa Desert Return to the Cactuar statue and the last one automatically appears behind you.

GRADIUS III AND IV

Elite Codes
 You can do these commands multiple times in *Gradius III* or *Gradius IV*. You must beat the first boss of the game to do the tricks, they can be done once per level beaten or whenever. If you don't use the power-up trick in a level, you can build it up to use it multiple times in the next level
Double Weapon Power-Up
 In *Gradius III* or *IV*, pause the game during play and enter Up, Up, Down,

Down, Left, Right, Left, Right Square, Triangle
Laser Weapon Power-Up
 In *Gradius III* or *IV*, pause the game during play and enter Up, Up, Down Down, Left, Right, Left, Right, X, Circle
Hidden Modes in Gradius III
 Cube Attack appears in Extra mode Stage 9
Gradius 1 Stages Appear in Extra Mode
 Get hit with a bullet from the boss of Stage 10
Extra Edit Appears in Extra Mode
 Complete the entire game once
More Weapons
 Complete game in Extra Edit
Hidden Modes in Gradius IV
Boss Rush Mode
 Complete the entire game once
Stage Select
 Complete the entire game without using a Continues
Full Power-Up in Gradius IV
 Beat a level and the level boss. After this, press Start to pause the game and then press Up, Up, Down, Left, Right, Left, Right, X, Circle Press Start to unpaue the game and your ship will be up powered-up with lasers, optoins, shield, etc. This will only work once per level, so use it wisely. You can build it up by clearing multiple levels without using

Down, Up, Left, Up, X, R1, R2, L1, L2
Crazy Pedestrians
 R1, R1, Triangle, X, L2, L1, Up, Down
Wear Different Outfits
 Right, Down, Left, Up, L1, L2, Up, Left, Down, Right
GRAND THEFT AUTO: VICE CITY
Feloniously Cool Codes
 Enter these codes at any point during regular game play
Cheati!
 Get weapons (set 1): R1, R2, L1, R2, Left, Down, Right, Up, Left, Down, Right, Up
 Get weapons (set 2): R1, R2, L1, R2, Left, Down, Right, Up, Left, Down, Right, Up
 Get weapons (set 3): R1, R2, L1, R2, Left, Down, Right, Up, Left, Down, Right, Up
 Get full armor: R1, R2, L1, X, Left, Down, Right, Up, Left, Down, Right, Up
 Get full health: R1, R2, L1, O, Left Down, Right, Up, Left, Down, Right, Up
 Raise wanted level: R1, R1, O, R2, Left, Right, Left, Right, Left, Right, Lower wanted level: R1, R1, O, R2, Up, Down, Up, Down, Up, Down
Weirdness
 De instantly, Right, L2, Down, R1, Left, Left, R1, L2, L1, L2, L1, L2, L1, L2, L1, R2, X, X

L2, L1, Right, R1, L1, X, R1
 Play as Hilary King: R1, O, R2, L1, R1, L1, X, R2
 Play as Love fist member: Down, L1, Down, L2, Left, X, R1, L1, X, X
 Play as another Love fist member: R1, L2, R2, L1, Right, R2, Left, X, Square, L1
 Play as Phil Cassidy: Right, R1, Up, R2, L1, Right, R1, L1, O, Right, O
 Play as Sonny Ford: L1, O, L1, O, L2, Left, X, R1, L1, X, X
 Play as Mercedes: R2, L1, Up, L1, Right, R1, Right, Up, O, Triangle
Car Get!
 Summon Bloodring Racer: Down, R1, O, L2, L2, X, R1, L1, Left, Left
 Summon Bloodring Banger: Up, Right, Right, L1, Right, Up, Square, L2
 Summon Caddie: O, L1, Up, R1, L2, X, R1, L1, O, X
 Summon Hotrod Baser: R1, O, R2, Right, L1, L2, X, X, Square, R1
 Summon another Hotrod Racer: R2, L1, O, Right, L1, R1, Right, Up, O, R2
 Summon Love fist Racer: R2, Up, L2, Left, Left, R1, L1, O, Right
 Summon Rhino: O, L1, O, L1, O, O, L1, L2, R1, Triangle, O, Triangle
 Summon Romero's Hearse: Down, R2, Down, R1, L2, Left, R1, L1, Left, Right
 Summon Sabro Turbo: Right, L2, Down, L2, L2, X, R1, L1, O, Left
 Summon Transmaster: O, R1, O, R1, Left, Left, R1, L1, O, Right
Weather Control
 Sunny weather: R2, X, L1, L1, L2, L2, L2, Down
 Cloudy weather: R2, X, L1, L1, L2, L2, L2, Triangle
 Cloudier weather: R2, X, L1, L1, L2, L2, L2, Square
 Tropical storm: R2, X, L1, L1, L2, L2, L2, O
 Foggy weather: R2, X, L1, L1, L2, L2, L2, X

GAMERGOM
 Demo tone mode: TNT
 GoldenEye Strike mode: ORBIT
 Protect mode: GUARDIAN
 Team kill of the Hill mode: TEAMWORK
 Ulnink mode: TRANSMIT
 Assassination mode: SCOPE
Unlick! Multiplayer Characters
 James DENTAL
 Odell DOWLER
 Janis JANUS
 Pussy Galore CIRCUSS
 Scaromanga ASSASSIN
 Baron Samedi VODOOD
 Christmas James: NUCLEAR
 Night Shift: HIGHRISE
 Twisted Bond BLACKTIE
 Unlick! a! PARTY
Unlick! Stages
 Alpine Escape POWDER
 Enemies Vanquished TRACTION
 Route 66 Cross BONSAI
 Night Shift: HIGHRISE
 Chain Reaction: MELTDOWN
 Phoenix Fire: F.A.M.E.
 Deep Descent: AQUA
 Island Infinito: PARADISE
 Godsworld: BLASTOFF
 Equinox: VACUUM
Extra Unloadables
 Get all upgrades: Q LAB
 Laser upgrade: PHOTON
 Upgrade missiles: LAUNCH
 Extra up per ammo: MAGAZINE
 Explosive scenery: BOMB

SWEET SPOT MLB 2004

MLB stat points:
 If you're trying to get your created player to the majors, you'll need 50 MLB stat points in a short amount of time. If you do get to the bigs, you'll need 100 MLB stat points to get a spot in the All-Star game (good luck).
Player building:
 So, not sure how to build your player? Balance isn't the key. Force all of your points into Power and Control. You'll start with a high enough Defense rating, so don't bother building that area. The categories looked at are Hits, HRs, RBIs, Stolen Bases, and Walks. You lose points for Strikeouts and Errors.

t, and then you can use the trick more than once per level
GRAND THEFT AUTO 3
Button Codes
 Enter these codes at any time while playing your game
Clear Weather
 F1, L2, R1, R2, R2, R1, L2, Triangle
Foggy Weather
 F1, L2, R1, R2, R2, R1, L2, X
Cloudy Weather
 F1, L2, R1, R2, R2, R1, L2, Square
Rainy Weather
 F1, L2, R1, R2, R2, R1, L2, Circle
Faster Clock
 Circle, Circle, Circle, Circle, Square, Square, Square, Square, L1, Triangle, Circle, Triangle
Tank Unlocked
 Circle, Circle, L2, R1, L2, Triangle, Circle, Triangle
Lower Wanted Level
 R2, R2, L1, R2, Up, Down, Up, Down, Up, Down
Higher Wanted Level
 R2, R2, L1, R2, Left, Right, Right, Left, Right
Great Handling Car
 R1, L1, R2, L1, Left, R1, R1, Triangle
Pedestrians Fight Each Other
 Down, Up, Left, Up, X, R1, R2, L2, L1
Pedestrians All Hate You

O, Triangle
 All cars are pink: O, L1, Down, L2, Left, X, R1, L1, Right, X
 All cars are black: O, L2, Up, R1, Left, X, R1, L1, Left, O
 Time goes faster: O, O, L1, Square, L1, Square, Square, L1, Triangle, O, Triangle
 Time goes slower: Triangle Up, Right, Down, Square, R2, R1
 Drive on water: Right, R2, Circle, R1, L2, Square, R1, R2
 Alter wheel size: R1, X, Triangle, Right, R2, Square, Up, Down, Square
 Flying cars: Right, R2, O, R1, L2, Down, L1, R1
Chaos
 Blow up all cars: R2, L2, R1, L1, L2, R2, Square, Triangle, O, Triangle L2
 Insane drivers: R2, O, R1, L2, Left, R1, L1, R2, L2
 Murderous pedestrians: Down, Left, R1, L2, X, R1, R2, L2, L1
 Pedestrians want to kill you: Down, Up, Up, X, X, R1, L2, L2
Character Shift
 Change grip: Right, Right, Left, Up, L2, L2, Left, Up, Down, Right
 Play as Ricardo Diaz: L1, L2, R1, R2, Down, L1, R2, L2
 Play as Lance Vance: O, L2, Left, X, R1, L1, X, L1
 Play as Candy Suco: O, R2, Down, R1, Left, Right, R1, L1, X, L2
 Play as Kent Rosenberg: Right, L1, Up,

HIGH HEAT BASEBALL 2002

Automatic Grand Slams
 In the Create-A-Player screen, make a guy called SLUGGER. If the bases are loaded when he's up, he'll always hit a homer.
Infinite Creation Points
 Make a guy called kchro

HITMAN 2: THE SILENT ASSASSIN

Murderous Codes
 Note, if you use these codes, you won't be able to complete missions. In other words, they're just for the heck of it. They must be entered during play.
 Slow-motion: R2, L2, Up, Down, X, Up, L2
 Full heal: R2, L2, Up, Down, X, Up, Down
 Parachute: R2, L2, Up, Down, X, Up, Up
 Gravity: R2, L2, Up, Down, X, L2, L2
 Lethal Charge: R2, L2, Up, Down, X, R1, R1
 Bomb mode: R2, L2, Up, Down, X, Up, Up
 Megaforce: R2, L2, Up, Down, X, R2, R2
 Nalgum mode: R2, L2, Up, Down, X, L1, L1
 This last one must be entered from the Title screen
 Level Menu: R2, L2, Up, Down, Square, Triangle, Circle
JAMES BOND 007: NIGHTFIRE
Secret Codes
 The following codes must be entered in the Passcode screen
Open Game Modes
 Unlick! all multiplayer scenarios

LORD OF THE RINGS: THE TWO TOWERS

Killer Codes
 These codes must be entered at the Pause menu
 Get 1,000 experience: Hold down L1, R2, L2, and R2, and press X, Down, Down, Down
 Replenish arrows/axes: Hold down L1, R2, L2, and R2, and press X, Down, Down, Triangle
 Get all level 8 attacks: Hold down L1, R2, L2, and R2, and press X, X, Down, Down
 Fully replenish health: Hold down L1, R2, L2, and R2, and press Triangle, Down, X, Up

THE MARK OF KRI

Opponent Strength
 Enter the following codes at the Title screen
Opponents Are Weaker
 X, Circle, Circle, Square, X, Square, Square, Circle
Opponents Are Stronger
 X, Circle, Square, Square, X, Square, Circle, Circle, X, Circle, Circle, X

MAT HOFFMAN'S BMX 2

You're Special!
 Try these Specials when your meter turns green
Back Hoffman
 Back Flip Left Whip Right, Down, Circle
 Barcho Right, Left, Circle
 Barcho Left, Up, Circle
Kevin Robinson
 Pendulum Left, Right, Square
 Rocket One-foot C-bar Right, Left, Square
 No-hand Backflip Down, Right, Square
Mike Escamilla
 No-foot Backflip Left, Right, Circle
 Body Vernal Right, Up, Square
 Decade Air Right, Left, Square
Nate Wessel
 No-foot Backflip Right, Left, Circle
 Pendulum Left, Right, Square
 S-man Doubt Seat Down, Left, Square
Rich Thorne
 No-hand Backflip Down, Right,

Square
One-Hand Swng Leg Right, Left, Circle
Rocket One-Of-C-bar Right, Left, Circle
Ruben Alcantara
Decade Air Left, Right, Circle
Double Tailwhip Down, Left, Circle
S-man One-Hand Right, Left, Square
Joe Howalski
Half Barspin Whip Up, Left, Circle
One-Hand C-bar Right, Left, Square
S-man One-Hand Left Right, Circle

MAX PAYNE

Button Codes

Pause the game at any point and enter these codes
Invulnerability
1,1,1,1,2,12,R1,R1,R2,R2 (Note: Invulnerability doesn't always stay on. Watch your health after an autosave.)
All weapons, full ammo, and eight panknillers.
L1,L2,R1,R2, Triangle, Circle, X, Square

Unlock Every Level

To unlock all levels, play through subway A1, then return to the Main menu via soft reset (hold Start and hit Select). Enter the following button combination. Up, Left, Right, Up, Left, Down, Circle. This will open all levels and chapters. You can choose any one of them in the Load Levels selection. Choose Continue and load away.

MDK2: ARMAGEDDON

Invincibility

In the middle of the game, press Start to pause, then press and hold L2 + R2. While holding these, press Up, Up, Down, Down, Left, Left, Right, Right, Square, Triangle, Square, Triangle, Select

Matrix Camera

In the middle of the game, press Start to pause, then press and hold L1 + R1 to remove the Pause menu and q v you a better look at the rotating view with e you're paused

Stationary Camera

In the middle of the game, press Start to pause, then press and hold L2 + R2. While holding these, press Circle, X, Circle, Triangle

Raccar Camera

In the middle of the game, press Start to pause, then press and hold L2 + R2. While holding these, press Circle, X, Circle, Triangle

MEDAL OF HONOR

FRONTLINE

Assorted Cheats

Enter the following cheats from the Pause menu
Invincibility Square, L1, Circle, R1, Triangle, L2, Select, R2
Infinite ammo Circle, L2, Square, L1, Select, R2, Triangle, Select

Passwords

Enter the following passwords in the Password screen that you access from the Options menu.
T P D O M O H T O N M O H T O T o r p e d o
W H A T Y O U G E T O n e - h i t k n i s U R T H E M A N B u l l e t s k i Y o u w i t h o n e h i t
B U L L E T Z A P I n v i n c i b l e t o b u l l e t s W H E R E R U I n v i s i b l e e n e m i e s G L A S S J A W O n e h e a d s h o t h a m e n e m i e s
B O I N G B o m b i n g g r e n a d e s L O N G S H O T S m p e r z o o m f o r a l l w e a p o n s
M O N K E Y A u t o m a t i c g o l d s t a r f o r c u r r e n t l e v e l
T I M E W A R P E a r n a g o l d s t a r f o r p r e v i o u s l e v e l

ORANGUTANG

Open second mission

B A B O O N O p e n t h i r d m i s s i o n
C H I M P A N Z E E O p e n f o u r t h m i s s i o n

LE MUR

Open fifth miss on

G O R I L L A O p e n s i x t h m i s s i o n

B A C K S T A G E U n l o c k g a l l e r y

item "Making of D-Day"

B A C K S T A G E U n l o c k g a l l e r y

item "Making of a Storm in the Port"

B A C K S T A G E U n l o c k g a l l e r y

item "Making of A Needle in a Haystack"

B A C K S T A G E U n l o c k g a l l e r y

item "Making of Several Bridges 'oo Far"

B A C K S T A G E U n l o c k g a l l e r y

item "Making of Rolling Thunder"

B A C K S T A G E U n l o c k g a l l e r y

item "Making of The Home's Nest"

A N M R E E U n l o c k g a l l e r y

item "From the Annimator's Desk"

M A G G O T A H O Y U n l o c k g a l l e r y

item "A Good Day to Die"

D A W O I K S U n l o c k e v e r y t h i n g

listed here

METAL GEAR SOLID:

SUBSTANCE

Free Unlocks

If you have a completed Document of Metal Gear Solid 2 saved on your memory card, you'll start Substance with a bunch of stuff already unlocked

MIKE TYSON'S BOXING

Code Assault

Enter these codes in at the Press Start 1 screen. You'll see a confirmation if you've done it correctly

Unlock the Works!

Press Square, Circle, L2, R2

More Custom Boxer Parts

Press L1, R1, X, X, Triangle, X

Big-Head Mode

Press Square, Circle, Up, Down

Small-Head Mode

Press Square, Circle, Down, Up

2D Mode

Press Down, Up, Circle, Square

Mutant Mode

Press Square, Left, Up, Triangle

MINORITY REPORT

Everyone Cheats

All combos: NINJA

All FMV sequences: DIRECTOR

All weapons: STRAPPED

Armor: STEEP

Baseball bat: SLUGGER

Bouncy men: BOUNZMEN

Outdated locations: CIUT2

Concept art: SKETCHPAD

Do not select: DONTOSIE

Dramatic finish: STYLIN

Ending sequence: WIMP

Extra health: BUTTERUP

Free aim: FPSYSITE

Invincibility: ILSARMAS

Level select: PASSKEY

Level skip: QUITTER

Maximum ammo: MRJUAEREZ

Maximum damage: SPINACHE

Play arenas: MAXIMJHURIT

Play as Clown: SCARYDOWN

Play as G.I. GUNFRANTRY

Play as Lizard: HISSISS

Play as Mosquito: BIGLIPS

Play as Nara: WRIGHTAIN

Play as Nuke: HARRISS

Play as Robot: MIRRORBO

Play as Superhero: SUPERJOHN

Play as Zombie: IAMSDEAD

Rag-doll enemy: CLUMSY

Slow-motion button: SLUZZMOZO

MLB SLUGFEST 20-03

Various Cheats

At the Today's Match-Up screen, press Square, X, and Circle the number of times shown to switch the symbols in the three boxes on the screen. Then press the direction indicated on the D-pad. For example, if the code is 3,2,1, Down, you will press Square three times, X two times, Circle once, and then Down on the D-pad

Tournament Mode

1,1,1,1, Down

Unlimited Turbo

4,4,4, Down

Max Speed

0,0,3, Left

Max Power

0,0,0, Left

Rocket Park Stadium

3,2,1, Up

Roman Coliseum Stadium

3,3,3, Up

Eagle Team

2,1,2, Right

Horse Team

2,1,1, Right

Lion Team

2,2,0, Right

Pinto Team

2,2,0, Right

Team Todd McFarlane

2,2,2, Right

Team Terry Fitzgerald

3,3,3, Right

Extra Time After Plays

1,2,3, Up

No Fatigue

3,4,3, Up

Lock Bat

0,0,4, Up

Whiffle Bat

0,0,4, Right

Hace Bat

1,0,0,4, Left

Rainbow Ball

2,4,2, Up

16-inch Softball

2,4,2, Down

Big Head

2,0,0, Right

MORTAL KOMBAT: DEADLY

ALLIANCE

Fatalities List

When you beat someone up, entering the following commands will show you something totally graphic and probab y gratuitous

Bo Rai Cho

Belly Flip: Back, Back, Back, Down, Attack 4

Johnny Cage

Br n Ripper: Back, Forward, Forward, Down, Attack 2

Cyrax

Claw Smasher: Forward, Forward, Up, Attack 2

Drahmin

Can Dash: Back, Forward, Forward, Down, Attack 3

Frost

Shatter: Shatter, Forward, Back, Up, Down, Attack 1

Hsu Hao

Laser Slicer: Forward, Back, Down, Down, Attack 2

Jax

Head Stomp: Down, Forward, Forward, Down, Attack 7

Kano

Open-Heart Surgery: Forward, Up, Forward, Attack 1

Kenshi

Telekinetic Crush: Forward, Back, Forward, Down, Attack 3

Kitana

Kiss of Doom: Down, Up, Forward, Forward, Attack 2

Kung Lao

Spitting Headache: Down, Up, Back, Attack 3

Li Mei

Super Gush Kick: Forward, Forward, Attack 3

Madaxo

Kick Thrust: Back, Back, Up, Circle, Attack 1

Mitaru

Blood Thrust: Up, Up, Forward, Attack 3

Nuan Chi

Neck Stratcher: Back, Back, Forward, Back, Attack 3

Raiden

Electrocute: Back, Forward, Forward, Forward, Attack 3

Reptile

Acid Shower: Up, Up, Forward, Attack 3

Scorpio

Spear Head: Back, Back, Down, Back, Attack 4

Shang Tsung

Soak Steal: Up, Down, Up, Down, Attack 3

Sonya

Kiss of Death: Back, Forward, Forward, Down, Attack 2

Sub-Zero

Snake Eten Rip: Back, Forward, Forward, Down, Attack 3

SYNTHIC HEROES

Unlock Characters

Captain Jack: Beat Survival mode on Beginner

Raja: Beat Survival mode on Intermediate

Marion: Beat Survival mode on Advanced

Unlock Runes

These are the requirements for unlocking the various runes in the game

M1: Complete story mode on Easy

M2: Complete vs. mode with four characters (Human)

M3: Complete story mode on Normal

M4: Complete 10 co-op multiplayer matches

M5: Complete 20 non-vs. competitive matches

M6: Complete 20 co-op multiplayer matches

M7: Complete 50 Vs. mode matches

M8: Complete story mode on Hard

M9: Complete the game with all characters (any difficulty)

S1: Complete the first four levels in Survival mode

S2: Complete the first eight levels in Survival mode

S3: Complete the first 12 levels in Survival mode

S4: Complete the first four levels in Expert Survival mode

S5: Complete the first eight levels in Expert Survival mode

S6: Complete the first 12 levels in Expert Survival mode

NEED FOR SPEED: HOT PURSUIT 2

Unlock Cars

McLaren F1: Triangle, L1, Triangle, L1, R1, Left, R1, Left

(NFS edition) Left, Triangle, Triangle, L2, Square, L1, Square, Triangle

McLaren F1 LM: Square, L1, Square, L1, Triangle, Right, Triangle, Right

(NFS edition): R1, Square, Square, R2, Left, Left, Square

Mercedes CLK-GTR: R1, R1, R1, Left, Triangle, Left, Triangle

(NFS edition) Triangle, Left, Left, Left, L1, L2, Left

Chevrolet Corvette 2006: Left, Left, R2, Left, R1, L1, R1, R1

(NFS edition) Square, Right, Right, Right, R1, R1, Right

Dodge Viper GTS (NFS edition). L1,

L2, L2, L2, Right, Triangle, Triangle, L2

Ferrari F50: L1, Triangle, L1, Triangle, Right, L2, Right, L2

(NFS edition) Right, L1, L1, L1, Left, Right, Right, L1

Lamborghini Diablo VT 6.0: Right, R2, Right, R2, L1, R1, L1

(NFS edition) Square, R2, R2, Triangle, R1, R1, R2

Lamborghini Murcielago: R1, L2, R1, L2, L1, Right, L1, Right

(NFS edition) L1, R2, R2, Left, Square, Square, R2

Square 911 Turbo (NFS edition) Right, Left, Left, Left, Triangle, R1, Left

Porsche Carrera GT Left, Right, Left, Right, R1, R2, R1, R2

(NFS edition) Right, Triangle, Triangle, Triangle R1, Square, Square, Triangle

Aston Martin V12 Vanquish: R2, Right, R2, Right, Triangle, Left, Triangle, Left

(NFS edition) Square, Left, Left, Left, R1, R2, Left

BMW Z2 Square, Right, Left, Left, R2, R2, Triangle, R2, Triangle

Ferrari 360 Modena Challenge (NFS edition) Left, Square, Square, Square, R1, L2, L2, Square

Ferrari 390 Spider: R2, Square, R2, Square, Triangle, L2, Triangle, L2

Ferrari 550 Barchetta: L1, Square, L1, Square, Right, R1, Right, R1

(NFS edition) Square, R1, R1, R1, Left, Left, R1

Ford SVT Mustang Cobra R (NFS edition) R1, Right, Right, Left, R2, R2, Right

HSV Coupe GTS L1, L2, L1, L2, R1, Triangle, R1, Triangle

(NFS edition) Right, L2, L2, L2, L1, Left, Left, Left

Jaguar XKR (NFS edition) L1, Right, Right, Right, L2, R1, Right

Ford TSSD Right, Left, Left, Left, R2, Square, R2, Square

Triangle, Triangle, R1, R1, Left, Left (reverse), R1, R1, Right, Right, Right, R1, R2, Triangle, Island Outskirts L2, L2, R1, R1, L2, Left, R2, Palm City Island Left, Left, R1, R1, Right, Right, Square, Square (reverse) Right, Right, R2, R2, Right, R1, Left, Tropical Circuit, R2, R2, Triangle, Y, Triangle, Right, Right, R1, R1 (reverse), L1, L1, Right, Right, Right, L1, Square, R2

Stop Being Such a Cop
Pursuit Corvette, You're the cop! R2, L1, R2, R1, Right, Right, Right, Right (Challenge), L2, R2, R2, Triangle, Right, Triangle, Right, Pursuit Murelago (you're the cop) Left, L2, R2, Square, Left, Left, Square, (Challenge), L1, L1, L1, R1, Right, Right, R2, Pursuit Mustang (you're the cop) Left, Triangle, Triangle, Left, R1, R2, R2, R1 (Challenge), Left, Square, Left, Square, R2, R1, R2, R1, Pursuit M5 (you're the cop) Triangle, Square, Square, Triangle, L1, R1, R1, L1 (Challenge), Square, Triangle, Square, Left, R1, Left, R1, Pursuit Crown Victoria (Chalenge), Right, Left, Left, Right, Square, Triangle, Square, Triangle

Random Unlocks
Motion blur, L2, L1, R1, Square, R1, R1, R1, L1, Black-and-White mode, L1, Left, Triangle, Left, Left, Left, L1, Video mode, L1, R1, Right, Square, Right, Right, Right, R1, Chrome cars, L2, R2, Left, Square, Left, Left, Left, R2, Cool car, Triangle, Square, Right, Right, Right, Square, R/C car, Right, Triangle, L1, R1, L1, L1, Triangle, Championship event 31, L1, Square, R2, R2, R1, L1, Square, Ultimate Racer event 31, Right, Square, Left, Left, Left, Right, Square

NO ONE LIVES FOREVER

Level Select
On the Main Menu screen, highlight the Load Game option. Now press and hold L3 and R3 simultaneously (press both analog stick buttons and hold them) until the screen goes black. The wheel you access to the Select Mission screen, where you can choose your starting point in any mission of the game

PARAPPA THE RAPPER 2

Minja Star Mode
At the Stage Selection screen, hold R1 + R2 and then select a stage
Skip Opening Stage
Cinematics
At the Stage Selection screen, hold L1 + L2 and then select a stage
Earn the Blue Hat
Successfully complete the game
Earn the Pink Hat
Successfully complete the game with the blue hat
Earn the Yellow Hat
Successfully complete the game with the pink hat
Song Test
Successfully complete the game with the yellow hat to unlock a new dog house that allows you to listen to any song in the levels you finished with a Cool rating

Bonus Stage
To unlock a bonus stage after any reg., or stage, finish the stage with a

good score (near 1,000 points). You will be brought to Chop Chop Master On an Head, who gives you a video bonus game before returning to the stage select on map
Secret Rap About PaRappa
Go through the opening FMV sequence to the part where PaRappa is writing his name and all the characters appear. Wait until the demo of the game appears. Go through the demo and the opening FMV sequence will appear again. Go through it to the part where PaRappa writes his name. Wait again, instead of a demo, the color-coded words will appear on the sides of the screen and the song will start playing

Sunny's Music Video
Successfully complete the game with the yellow hat, then do the Secret Rap track. Go through the whole song. A music video with Sunny singing her intro music will begin
Control Time of Day
The game shows PaRappa's neighborhood at the same time of day indicated by the PlayStation 2 time setting. For example, if you set the time to 11:30 a.m., it will be bright and sunny in the game. If it is 7 p.m., it will be sunset. If you set the time to 11 p.m., it will be dark outside

PIRATES: THE LEGEND OF BLACK CAT

Random Codes
The following codes can be entered at any time during gameplay
Invincible Wild Dancer: Hold R1 + R2, and then hit Select, Triangle, L1, X, R3, L2, Square, R3, Circle, L3, Infinite Wild Beast with W and Dancer: Hold R1 + R2, and then hit Select, L1, R3, Square, X, and Circle, L2, Triangle, X, L3, Upgrade Wild Dancer to Gallicorn: Hold R1 + R2, and then hit L2, Triangle, R3, L3, X, Square, R3, Select, L1, Circle, invincible Katana: Hold R1 + R2, and then hit X, Circle, L3, Triangle, R3, Select, R2, L2, Triangle, X, Get All Crest Keys: Hold R1 + R2, and then hit Circle, Select, X, Square, R3, L1, L3, Triangle, L3, Get Next Sword: Hold R1 + R2, and then hit R3, Select, L2, Triangle, X, L3, Circle, L3, Triangle, X, Get 1,000,000 Gold Dubloons: Hold R1 + R2, and then hit Triangle, R3, L3, Square, X, R3, Select, L3, Circle, L3, L1, Items Infinite: Hold R1 + R2, and then hit Triangle, L1, Select, L2, R3, L3, Square, X, R3, Circle, L3, Square, X, R3, Circle, L3, Reveal Hidden Treasure on Map: Hold R1 + R2, and then hit Circle, X, Square, Triangle, L1, Select, L3, L2, L3, R3, Reveal All Treasures on Map: Hold R1 + R2, and then hit R3, X, Triangle, L3, Circle, L1, Select, L3, Square, L2

RATCHET & CLANK

Various Cheats
These codes are activated after you defeat Dr. Evil by accessing the Gooties menu, and performing the set of moves listed
Big-Head Mode (Clank)
Flip Back, Hyper-Strike, Conk-Strike, Do a Jump, Hyper-Strike, Flip Left, Flip Right, Full Second Crouch
Big-Head Mode (Ratchet)
Flip Back, Flip Back, Flip Back, Full Second Crouch, Stretch Jump, Full Second Glide
Big-Head Mode (Enemies)
Do a Jump, Flip Back, Flip Back, Flip Back, Stretch Jump, Flip Back, Flip Back, Flip Back, Stretch Jump

Flip Back, Flip Back, Flip Back, Full Second Crouch
Big-Head Mode (NPCs)
Flip Left, R1, Right, Flip Back, Flip Back, Conk-Strike, Double Jump, Conk-Strike, Hyper Strike
Full Health Invincibility
Conk-Strike (x4), Flip Back, Full Second Crouch, Flip Back, Full Second Crouch, Conk-Strike (x4)
Mirrored Levels
Flip Left, Flip Left, Flip Left, Flip Left, 3 H1 Wrench Combo, Hyper Strike Double Flip Right, Flip Right, Flip Right, Double Jump, Full Second Crouch
Trail Filter
Walt Jump (x10), Double Jump, Hyper Strike

RUMBLE RACING

Password Codes
Go to the Game options. Move to the Load and Save option and press Right on the controller to bring up the Password option. On the Password screen, enter your name as one of the codes shown below to unlock these cars
High Roller
GL5R0E1
Buckshot
UBTCKST0H
SPORTSCAR
OPSRITSJC
Van Itty
VYVYNTY1
Camaro
SLBUJSLJM

Pro Cup 2
P1P0C0P1P
Pro Cup 3
02P0C0Y2T
Elite Cup 1
AEP0P0C1P
Elite Cup 2
ILTEC0Y2V
Elite Cup 3
ILTEC0Y2V
Elite Cup 4
ILTEC0Y2P
EA Elite Cup
LEATP0C1P
EA Stunt Cup
YEA0P0Y0W
Circus Minus Truck
ZKAGT0L0K
XKS Tomcat Vehicle
NAD5S-HSD
Vortex Vehicle
1AEXRT1X
Thor Vehicle
T10H0R0T
Stinger Vehicle
A0H0H0M
Revolution Vehicle
P0AT0R0T
Road Trip Vehicle
AB0G0B0G
Interceptor Vehicle
CDA0PNTNA

RYGAN, THE LEGENDARY ADVENTURE

Holdover Stats
If you beat the game on any difficulty setting, then any subsequent games you start on the same memory card will hold over your attack and defense stats, as well as any mystic stones you've acquired
Beat the game on any difficulty, by Hold L1 on the Icons screen until it fades out. Then start the game
One World Mode
Simply beat the game on any difficulty to access One World mode

SILENT HIT 2

Extra Options
Select Option from the Main menu, and then press L1 + R1 to open the Extra Options menu.

SILPHEED: THE LOST PLANET

Every Weapon Available
As soon as you go to the Title screen, press the button. When you get to the Name Entry screen, enter GLO RE as your codename. After you have done this, go to the Select Weapon screen—you will see all the weapons available for each side of your ship

SLEESTORM

Codes for You
Enter these codes at the Press Start screen while holding down L1 + L1
Unlock All Characters
Circle, Triangle, Circle, Triangle, Circle, Down
Unlock All Sleds
Circle, Square, Circle, Square, Circle, Left
Unlock All Tracks
Circle, Left, Circle, Right, Circle, Up
Unlock Hover Sled
Circle, Triangle, Square, Circle, Triangle, Right
Unlock Everything
Circle, Square, Up, Circle, Triangle, Down

SHUGGLER'S RUM 2

Button Codes
Press your button, then enter any of the following codes
More Time Warp
R1, L1, L2, R2, Right, Right, Right, Less Time Warp
R1, L1, L1, R1, Left, Left, Left
Get Invisibility
R1, L1, L1, R1, L1, L1, L2
Get Rid of Gravity
R1, L1, R1, R2, Up, Up, Up
Get Light Cars
L1, R1, L1, R2, R2

SPIDER-MAN

Assorted Codes
These codes should be entered in the Cheats field in the Specs a section of the Main menu.
K O A L A: Opens all combat controls
I M I A R M S: Opens all stages
E A E A E P L O Y: Opens Final Breakdown mode
A R A C H N I D: Unlocks all above options, plus Gallery extras
G I R L N E X T D O O R: Opens Mary Jane as a playable character
E R M A N S C H U L T Z: Opens Shocker as a playable character
S F R U M: Opens a scientist as a playable character
K N U C K L E S: Opens a thug as a playable character
S T I C K Y R I C E: Opens another thug as a playable character
T H U G S R U S: Opens yet another thug as a playable character
F R E A K O U T: Opens still a fourth thug as a playable character
C A P T A I N S T A C E Y: Opens a helicopter pilot as a playable character
R E A L H E R O: Opens a security guard as a playable character
G R A N C I W E B A G: Gives you unlimited web fluid
C H L O U T: When playing as Green Goblin, your glider will never overhear
P O M T A S: Allows you to skip levels from the Pause menu
D O D G E T H I S: Unlocks Matrix mode
S P I D E R B Y T E: Shrinks Spider-

Man by a considerable degree
G O I S T Y O U R H E A D: Big-Head mode
J O E L P E A N S B I G: Big Head mode for enemies
J U N D E R H E M A S: Unlocks First-Person View mode

SPYHUNTER

Random Secrets
Enter these codes if you were creating a new player profile. After you enter them, you'll bounce back to the Main menu without having created an actual profile. You can view the moves you unlock by going into System Options from the Main menu and selecting Move Player from the Options menu
W W S 4 1 3: Opens Early Test Animatic movie
S C W H 3: Opens Spy Hunter Concept Art movie
M A K I N G: Opens Making of Spy Hunter movie
S A L I V A: Opens Saliva Your Disease movie
G U N N: Opens Saliva The Spy Hunter Theme movie

SOCOM U.S. NAVY SEALS

Headset Codes
You actually hear say these commands into the headset included within the game. Spec instructions are below
"Bravo defuse bomb." Point your crosshairs on a bomb and this will automatically defuse the bomb
"Bravo open door." Point your crosshairs at a door and this will unlock it
"Breach, bang, clear." Point your crosshairs at an open room and all your squad members will throw grenades inside
"Team own profile." Your squad will go into Stealth mode

5X5

Button Codes
On the Rider Select screen, press Square to access the options. Next, press and hold L1 + L2 + R1 + R2, and then one of the following codes. You will hear a sound if the trick was entered correctly
Unlock Everything
Down, Left, Up, Right, X, Circle, Triangle, Square. This will give you access to all riders, outfits, boards, and then one of the following codes
All Attribute Points
Circle, Circle, Circle, Circle, X, Triangle, Square
Crazy Runners
Square, Triangle, Circle, X, Square, Triangle, Circle, X. Your racer's board will have the best and you will have to run the course on foot in order to win.
Unlimited Hints
Circle, X, Circle, X, Circle, X, Circle, X. On the Loading screen before the game starts, you will see all the hints appear one after another. Unfortunately, this doesn't stop, you will have to press the Reset button on your PS2 to get out of it.

STAR TREK VOYAGER: ELITE FORCE

Button Codes
To enable any of these codes, pause the game, and then press and hold the left analog button combinations. When you hear a voice confirming that the code has been entered properly, it takes a little bit of timing, so be patient
Invulnerable
R1 + L1 + R2 + L2 + R3 + Select
Refill Ammo

R1 + R2 + Select (This only refills the currently selected weapon. If you wish to refill the others, switch weapons and enter the code for each corresponding weapon.)

Heal to 999
L1 + L2 + R1 + R2 - Select
Armor 100+
L1 + R1 + Select

STAR WARS BOUNTY HUNTER

Mad Unlocks

The following codes must be entered from the Code Setup screen

Unlock All Concept Art ARTISTS

ROCK

Get All TGC Cards GO FISH

Unlock Chapters

Chapter 1: SEEHOWTHEYRUN

Chapter 2: CITYPLANET

Chapter 3: LOCKDOWN

Chapter 4: DISSIDRENTRY

Chapter 5: BAKTAPPOODOO

Chapter 6: MANDALORIANWAY

Unlock Missions

1: BEAST PIT

2: GIMMEYEATJEPACK

3: CONVEYORBAMA

4: BICITYNIGHTS

5: EATERNMEAT

6: VOTETRELL

7: LOCKUP

8: WHAT A RIOT

9: SHAFED

10: BISMOSQUITOS

11: ONDEADADD

12: WSHHADMYSHIP

13: MOSGAMOS

14: TUSKENS R US

15: BIG BAD DRAGON

16: MONTROSSBADD

17: VOSANSBRODER

18: JANGOSBROADEST

STAR WARS STARGFIGHTER

Password Codes

On the Main menu, access the options and then go to Code Setup. Then enter the following passwords to unlock each cheat as shown

Unlock All Levels

OVERSEER (This will give you everything except the bonus multiplayer missions.)

Bonus Multiplayer Missions

ANDREW

Secret Ship for Bonus Missions

GUESNI

Disable Cockpit Display

NOLDO

Ship and Cast Pics

HERGES

Pre-production Art

PLANETS

Pictures of Simon

SMON

Development Team Pics

TEAM

View Credits

CREDITS

Invincible Mode

MANUME

Jar Jar Mode

JARJAR (This will reverse your ship's controls.)

Director Mode

DIRECTOR (This will give you alternate camera angles. Press Set for the views and R1 for zoom.)

Christmas Party

W02 (This opens a video of a Nym having trouble opening a door. When he finally bashes it in, he gets a strange Christmas greeting.)

STAR WARS SUPER BOMBARD RACING

Bomb Codes

Enter the following codes to the

Main Menu screen

Boba Fett

Square, Circle, Triangle, Circle, Square. Boba Fett's ship will replace any ship you choose on the Racer Selection screen.

AI Battle Tani

Circle, Triangle, Square, Circle, Triangle, Square. The tank will replace any ship you choose on the Racer Selection screen.

Speed Start

Press and hold X + R2 immediately before the 1st race light appears.

Super Speedy Mode

L1, L1, L1, L1, R2, Square

Super Arena Mode

Up, Up, Down, Down, Left, Right, Left, Right, Power Enabled

French Language

Se, ect, Select, Select, R2

Italian Language

Se, ect, Select, Select, L2

English Language

Select, Select, Select, Circle

Slip 'n' Slide Mode

Left, Right, Square, Circle, L1, L2

Backward Racers

L2, L2, L2, L2, Circle, Select

Super Spinning Mode

Up, Left, Down, Right, Left, Up, Down

Super Honk

Circle, Circle, Circle, Circle, L2, Select

Death Star Power-up

R1, R1, R1, Up, Left

Infinite Boost

L1, R2, L2

Unlock Space Freightier Arena

L1, R1, Select, Circle

All Racers Are Shaak

Up, Right, Down, Left, Select

All Racers Are Naadu

L1, R1, L2, R2

STAR WARS THE CLONE WARS

Access Codes

These codes must be entered from the Codes field, which is accessed from the Bonuses screen in the Options menu.

Gain all bonus mission objectives

GIMME

Level select DOORDONOT

Unlock all multiplayer missions

JORD SAGUL

View dev team photos JEDICOUNCIL

Gain invincibility DARKSIDE

Play as Amidal in Geonosis Academy NATALIE

Unlimited armor SUPERBLASTER

Unlock all TMA 12 PARCEDES

Unlock battle drop TRADOFFED

Unlock Wookiee Geonosis Academy NEPHERDER

STATE OF EMERGENCY

Unlock Characters

Unlock Spanky Right, Right, Right, Right, Triangle

Unlock Freak Right, Right, Right, Right, Circle

Unlock Stick Right, Right, Right, Right, X

Unlock Weapons

AK47 Left, Right, Down, R2, Triangle

Flame Thrower Left, Right, Down, R1, Circle

Granade Left, Right, Down, R2, Square

Granade Launcher Left, Right, Down, R1, Square

M16 Left, Right, Down, R2, Circle

Mingim Left, Right, Down, R1, Triangle

Molotov Cocktail Left, Right, Down, R2, X

Pepper Spray Left, Right, Down, L1, Square

Pistol Left, Right, Down, L1, Triangle

Rock Launcher Left, Right, Down, R1, Circle

R1, X
Shoigun Left, Right, Down, L2, Triangle
Tazer Left, Right, Down, L1, Circle
Tear Gas Left, Right, Down, L1, X
Random Stuff
Big player R1, R2, L1, L2, Triangle
Little player R1, R2, L1, L2, X
Reg-a-sized player R1, R2, L1, L2, Circle
Inf nite ammo L1, L2, R1, R2, Triangle
Inf nite time L1, L2, R1, R2, O
Complete current mission Left, Left, Left, Triangle
Invulnerability L1, L2, R1, R2, Square
Looting on the Rise R1, L1, R2, L2, Triangle
Punches Decapitate L1, L2, R1, R2, X

STREET HOOPS II Codes

Enter all these codes in the fancy Cheat Menu boxes

Block Party

R1, Circle, L2, R2

Power Game

Tap R2, Circle, L2

Black Ball

R2, R2, Circle, L2

Red, White, and Blue Ball

R2, R2, Square, R2

Clown Outfits

Square, L1, Square, Circle

Tuxedo

L2, L2, Circle, Square

Pimp Costumes

R1, Square, Circle, L2

Cowboy Clothes

Circle, R2, R1

Kung-Fu Outfits

Circle, Circle, Square, L1

Santa Claus

R2, L2, Circle, L2

STUNTMAN

Unlock Stuff

From the Main Menu screen, choose the Stuntman Career option. Next, choose the New Game option and, on the Password screen, enter any one of these codes. (Note: All the codes are case sensitive, so be sure to enter the upper and lowercase letters exactly as shown.)

Access All Cars

Enter SPIDER to unlock every car in Training modes and Stunt Constructor.

Access All Toys

Enter Maff1 to unlock all the toys in the Stunt Constructor.

SUPERMAN: SHADOW OF APOKOLIPS

Assorted Codes

Codes must be entered from the Cheats section in the Options menu

JOREL Infinite superpower

S M A L L V I L E Infinite health

L A N A I A N G Opens all movies

L A P A Opens all biographies

TECHU 3: WRATH OF HEAVEN

My Ninja Style

These codes must be entered at a Herent spots throughout the game. Look at each code's listing for info.

Increase Items

To increase the number of items in your inventory, go to the Items screen, hold down R2 + X and then press Square, Square, Square, Left, Down, R, Right.

Regain Health

To fully heal yourself, not Pause, and then press Up, Down, Right, Left, Square, Square, Square.

Unlock All Characters

to unlock all the playable characters,

go to the Title screen and press L1, R2, L2, R1, Right, Left, L3, R3

Unlock All Items

Go to the Items available, go to the Items screen, hold down R2 + X, and then press Up, Square, Square, Left, Square, Down, Square, Square, Square, Right, Square, Square, Square.

Unlock All Layouts

To unlock all mission layouts, go to the Mission Select screen and press R3, L3, R2, L2, R1, L1

Unlock All Missions

To unlock all the missions in the game, go to the Mission Select screen and hit L1, R2, L2, Right, Square, L3, and R3

Unlock Bonus Stage

To unlock the bonus stage, go to the Title screen and press L1, Up, R1, Down, L2, Right, Left

THE SIMS Get Free Stuff

If you'll have to open the Cheats menu before entering these tricks: Do this by holding down all four shoulder buttons from the Main menu. Enter the following codes in the new menu.

MIDAS Unlocks all two-player games, all locked objects, and all coked skins

FREEALL Makes all items cost 0 simoleons

PARTY M Unlocks the Party Mode two-player game

SIMS Unlocks the Play The Sims mode

TIME CRISIS II Arcade Mode Secrets

Extra Credits

Play through Story mode and use all three of your credits to earn a fourth credit at the start of your next game. You can keep doing this until you get nine credits.

Free Play

If you've earned nine credits in Story mode and still use up all your continues, you'll activate Free Play, where you, have infinite continues.

Extra Life

When you unlock Free Play, you can go to the Game Options screen and change the number of health boxes you have during the game. Instead of the standard three lives, you can have up to nine.

New One-Stage Trial Stages

Go to Stages 2 and 3 in Story mode.

Auto Bullets

If you finish Story mode twice, players 1 and 2 can select Auto Bullets. Auto Bu lets act like the game's machine gun (unfortunately, though, you will have to keep re-aiming when you use this feature).

Infinite Bullets

Finish Story mode with Auto Bullets and both players can select Infinite Bullets, so they never have to reload.

Wide Bullets

Finish Story mode with Infinite Bullets and both players can select W on Bullets. These bullets act like a shotgun blast, giving the player a huge shot radius.

Mirror Mode

Finish Story mode without continuing and you'll open Mirror mode, a flip-flopped version of the game.

Crisis Mission Tricks

To unlock the hidden Crisis Mission extra game, simply finish Story mode. In this bonus game, you must clear missions, such as scoring so many points in a round or killing a certain number of enemies. The game consists of five "days," with each day containing five missions and one EX mission.

Days 2-5

Complete most of the missions in the current day to open the next day.

EX Missions

Complete all the miss one in a day to open the EX mission.

Final Mission 2

Complete all the hidden missions and the final mission to unlock this true final mission.

Music Player

Complete a Mission and you'll unlock the Sound Test mode.

Quick & Crash Trick Extra Modes

Earn a score that places in the top five to unlock three new modes of play: Chain Hit, One Shot, and 10 Seconds.

Shoot Away II Trick Extra Mode

Earn the high score in the Retro mode to unlock an updated version of the classic game Shoot Away II.

TOMY HAWK'S PRO SKATER 3

Backdoor Codes

Go to the Main menu and select the options. Go to Cheats and enter the code BACKDOOR. You will hear a sound indicating you've entered it correctly. Now, start a new game.

Once gameplay has started, press the game. There will be a new option available called Cheats. Select it to open a Cheat menu, which allows you to toggle on or off a bunch of cheat codes. To turn a code on or off, hit the X button.

Random Codes

Y O H O M I E S. Opens all secret skates.

F U M P M E U P. Maxes the status of current skates.

P E E P S H O W. Opens all movies.

R O A D T R I P. Automatically completes all career goals for current skater, plus opens all levels.

M A G I C M I S S I L E. Performs the effects of all above codes.

TOMY HAWK'S PRO SKATER 4

Crazy Physics

Enter "superfly" at the Cheat menu to make the physics crazy.

TWISTED METAL: BLACK

Bulleton Codes

Up, Down, Left, Right, Right, Left, L1 + L2 + R1 + R2. Keep holding down this button combination and enter one of the following codes.

Makes sure you have the control settings on Classic before entering these tricks. Each trick will immediately appear on the screen if it's been entered.

Invulnerability

Up, Down, Left, Right, Right, Left, Down, Up.

God Mode

Up, X, Left, Circle

Killer Weapons

X, X, Up

Mega Guns

X, X, Triangle

Weapons for Health

Triangle, X,

05918/98
Cemini Eff 69140098
Genn 49370020
Germ Infection 24688830
Ghoul with an Appetite 95265975
Grant Race 41762534
Grant Garm 95778934
Grant Mech-Sword 72293982
6 ant Rat 97017120
G ant Red Seseake 58831585
Grant Scorpion of the Tundra
41430758
Grant Soldier of Stone 13039948
Grant Tundra 42703248
Grant Turtle Who Feeds on Flames
99981563
Gift of the Mystical Elf 98299011
Giggle 33571688
Giga-tech Wolf 08471399
Githu the D Knight 51628629
Goblin Fan 41456893
Goblin's Secret Remedy 11889825
Goddess of Whim 67591810
Goddess with the Third Eye
53453204
Gokaze 15337030
Graceful Creature 79571449
Gracelife 67137509
Grappor 02905250
Gravelled Grogg 82542267
Gravekeeper's Servant 16782927
Gravestone 61705471
Graveyard and the Hand of Invitation
27094555
Great Bat 5669190
Great Mammoth of Goldfine
54622031
Great White 13429080
Green Phantom King 22610885
Greenkappa 61813093
Grifone 53292412
Griggle 57445351
Ground Attacker Brough 58413494
Gruisone Goo 65623423
Gryphon Wing 55688151
Guardian of the Labyrinth 98272788
Guardian of the Sea 85449831
Guardian of the Throne Room
17079895
Gust 73073965
Gust Fan 55321970
Gyaktunone Megami 3122090
Hane-Hane 07089711
Hanwa 84265923
Hard Arrow 99300184
Hard Armor 20060230
Harpe Lady 78612113
Harpe Lady Sisters 12208212
Harpe's Brother 30532390
Harpe's Brother Duster, 18144506
Harpe's Pet Dragon 52042126
Heavy Storm 19613566
Hercules Beetle 55642822
Hero of the Fast 89967208
Hikume 64501875
Hillside Gyojin 54579801
Himantia 66133346
Himantia Son 99851199
Hero's Shadow Soul 81636068
Hitodachack 46718686
Hitotsubu Me Cat 76184957
Hittotsubu 10859398
Hittotsubu 88694945
Horn of Heaven 99036388
Horn of Light 38652107
Horn of the Unicorn 6047146
Hoshinang 76259371
Houslous of Courage 43530283
Houslous of Life 06753685
House of Adhesive Tape 15083728
Hunter Spider 80414480
Hyo 39892356
Hyoju 02118022
Hyojuyu 52382732
Hyojuyu 20496533
Hiz Witch 81868508
Illusionist Faceless Mage 28546805
Imperial Order 61740673
Insect Armor with Laser Cannon
03452538
Insect Queen 95128255
Insect Soldiers of the Sky 07195229
Invader 16227556
Invader from Another Dimension
24509151
Invader's Shadow (30056762)
Invigoration 98734133
Jellyfish 14851496

Jigen Bakudan 90070085
Jinzo 17585513
Jinzo #1 32092911
Jinzo Gimm 94730070
Judge Man 30113882
Just Desserts 24084949
Kamaguchi of the Blue Flame
13401353
Kageningen 80600490
Karyu-Shin 76614149
Kasari Dragon 94566432
Kasarkman 68958740
Kasarkman Attack 03653771
Kasarkman, 15610988
Kam on-war 41544074
Kankabuto 04103702
Karate Man 73289281
Karaonawa Warrior 54541900
Kattapa Kat 81177446
Key Mace #2 20541432
Killer Needle 88913991
King Fog 84668641
King of Yamnaka 69456834
K seita 04266539
Kijikoyu 01194620
Kikouken 15408947
Kokoro Dragon 67724379
Krokodius 76512652
Kurokoto 5623735
Kurai in th Dragon 37390589
Kurama 56525867
Kuriboh 40640057
Kwagar Hercules 95144193
La Jimn the Mystical Gem of the
Lamp 79580747
Labyrinth Tank 39551425
Lady of Faith 17558176
La-La-Lion 04303387
Larvae 94675535
Laser Cannon Armor 77007920
Last Day of Which 90334545
Last Will 58502018
Laughing Flower 51941472
Laundher Spider 87322377
Lava Batt egard 23094040
Left Arm of the Forbidden One
07902349
Left of the Forbidden One
45155156
Legendary Sword 61841111
Leghul 12472472
Leogun 10538007
Lesser Dragon 55446499
Light of Intervention 62687251
Lightforce Sword 45613040
Liquid Beast 33106237
Little Chameleon 69658728
Little D 42625254
Lord of D 17865575
Lord of the Land 98510761
Lord of Zems 81618817
Luminous Spark 8177004
Lunar Queen E zarm 6210247
Mabareel 98795634
Machine Conversion Factory
25789737
Machinist Gun 45700124
Mag's Hammer 74174722
Mage's Thon 33119267
Magical Ghost 46474915
Magical Hats 81210420
Magical, Labyrinth 63439237
Magical Arm Shield 96308713
Magical of Faith 31560081
Maha Vallo 39012683
Maiden of the Moonlight 78623770
Major Knight 08074849
Malevolent Numbler 95637915
Mammoth Graver 40374922
Man Enter 93553941
Man-Enter Bug 54652500
Man-Eating Black Shark 80727035
Man-Eating Plant 49121943
Man-Eating Treasure Chest
13723625
Manga Ryu-Ran 38869349
Marine Beast 29599837
Masaki the Legendary Swordsman
44267799
Mask of Darkness 28932374
Master Sorcerer 10189126
Master & Sword 75495602
Mave 59036972
Mechanical Snake 34442349
Mechanical Snake 45898986
Mechanical Chess 07359141
Media Bat 76211194
Mega Thunderbat 28172524

Megamorph 22045459
Megawarrior 75390004
Mekoto 53832650
Memesic Control 48542904
Messenger of Peace 44656491
Metal Detector 75646520
Metal Dragon 09235977
Metal Fish 55598463
Metal Guardian 88339286
Metalmouth 68540058
Metalosa 50705071
Millennium Golem 47996555
Millennium Steel 32017841
Miss Redant 07493523
Mnar 25339892
M namushi Warrior 48684967
Mirror Force 44065782
Mirror Wall 22359890
Misquidume 33178416
Mollat Destruction 15594334
Monster Eye 36121917
Monster Eye 84133008
Monster Reborn 83764718
Monster Team 97613829
Moustous Bird 35712107
Moon Emery 45898472
Mooyan Curry 58075527
Morphing 55784832
Morphing Jar 33508919
Morphing Jar #2 79106363
Mother Grizzly 76337507
Mountain 53013867
Mountain Warrior 04931562
Mr Volcano 3147/025
Muka Muka 46657337
Mushroom Man 14818108
Mushroom Man #2 33500406
Musty Cat King 58073389
M-Warrior #1 56342351
M-Warrior #2 92731455
Mysterious Puppeteer 54089121
Mystic Horseman 68516705
Mystic Lamp 38049939
Mystic Plasma Zone 18161786
Mystic Probe 49251811
Mystic Tomato 83011777
Mystical Cat Creature 63515678
Mystical Eye 15023944
Mystical Moon 36607918
Mystical Moon 32751460
Mystical Sand 33751410
Mystical Seal #1 39451366
Mystica Sheep #2 83484209
Mystical Space Theop 05318839
Needle Ball 34230224
Needle Worm 81843528
Nagade Attack 14315573
Nekogal #1 07161063
Nekogal #2 43522213
Nemuriko 90963488
Neo the Magic Swordsman
53033891
Nimble Momonga 22567809
Niwaton 07806359
Nobleman of Crossout 71044499
Nobleman of Extermination
17449108
Nobleman 02130526
Nobleman 4463/286
Oc-beam 8608138
Ogre of the Black Shadow 45121025
One-Eyed Shield Dragon 33064647
Oguchi 5868194
Ogura 19823789
Oro the Battle King 02371090
Oro to Hero 32065276
Oro to Hero #2 27324313
Painful Choice 74191947
Pale Beast 21263083
Pammoth Warrior 43069044
Paralyzing Potion 50152548
Parasite Paracide 27815499
Parrot Dragon 62789898
Patrol Roar 76751223
Peacock 20624253
Periculum Machine 23433920
Penguin Knight 38393163
Penguin Soldier 83920745
Petit Angel 38147739
Petit Dragon 73386564
Petit Moth 58129742
Polymerization 24049653
Pot of Greed 55144522
Power of Kashin 77027445
Practical 33891040
Premature Purple 78878971
Princess of the Reeks 14037147
Princess of Taurgy 51370117
Prisman 80234301

Prohibition 43712555
Projector of the Thron 10071456
Psychic Kappa 78987180
Pumping the King of Ghosts
28155217
Punished Angel 74073140
Queen Bird 73061002
Queen of Anture Leaves 04179649
Queen's Double 0501497
Rage 12680477
Rainier 56260110
Rainbow Flower 21347810
Rage Body Heat 51267887
Rais Red 80518007
Rat & Temperature 83063049
Reaper of the Cards 33065139
Red Archery Gem 65570566
Red Eyes Black Dragon 38199696
Red Lyes Black Dragon 74877422
Red Lyes Red Metal Dragon
64335804
Reinforcements 17814367
Reinforced 64631456
Remove Trap 51482758
Respect Play 08651260
Restructor Revolution 95818961
Reverse Trap 76223936
Rhannodms of the Red Sword
62403074
Right Arm of the Forbidden One
78035634
Right Arm of the Forbidden One
08194291
Ring of Magnetism 20436034
Rinkyo 30416756
Rising Air Current 4578932
Roaring Ocean Snake 15666538
Rogue Goblin 88279768
Rook Ogre Grotto #1 68846917
Rogue Doll 91938066
Rook Water 39004808
Rory Specter of Dunn 32485271
Royal Doctor 31452031
Royal Guard 38232788
Rude Kaka 26378150
Rush Recklessy 70406172
Ry-Kishin 15302395
Ry-Kishin Follower 24611934
Ry-Kin 0296410281
Saggy Dark 33751410
Saggy the Dark Clown 66502767
Salamandra 32268091
Sand Stone 70351941
Sargan 26202185
Sas Kamen 71746467
Sea King Dragon 25895124
Seal of the Ancients 57805598
Seshe's Blessing 2253/443
Sectarian of Secrets 15507080
Senju of the Thousand Hands
234013891
Seven Stars of the Bandit 03819470
Shadow Specter 40575313
Share the Pan 56830749
Sheld & Sword 52097679
Shining Fairy 95956346
Shining Crusher 71853032
Silver Bow and Arrow 0155/499
Silver Fang 90570690
Sinner Serpent 08131771
Skengel 60984662
Skengel 32558528
Skull Bone 01036218
Skull Red 10212894
Skull Servant 22734040
Skull Stalker 54844990
Skullbird 06327462
Sleeping Lion 40020394
Snake Machine 63710664
Snake Fang 0369051
Snakeyashy 29802344
Snatch Seal 45866603
Sogon 88318356
Sorum Judgment 41420027
Sorum Seal 9418011
So onon's Lawbook 23471572
Sonic Bird 57617818
Sonic Mad 39842059
Sonic Hunter 72669010
Soul of the Pure 47852924
Soul Reborn 88765800
Sparks 76103675
Spell Cretin 59551308
Spearlancer Circle 18807108
Snake Scales 85536398
Spout the Reeks 14037147
Sprite of the Harp 80770678
Stain Storm 21232681

Star Boy 82079190
Steel Ogre Grotto #1 29172582
Steel Ogre Grotto #2 99084972
Steel Scorpion 13599884
Stein Skull 02370001
Stom Pack 83225447
Stone Ammedior 63432635
Stone of Anture Leaves 15023995
Stop Defense 63107021
Stuffed Animal 17086263
Succubus Knight 55291359
Summeded Skull 70781052
Supporter in the Shadows 41422426
Swing Battledore 49452056
Sword Arm Dragon 13089096
Sword of Dark Destruction 37120512
Sword of Deep-Seated 98453412
Sword of Dragon's Soul 61408565
Swords of Revealing Light 73203402
Swanman from a Foreign Land
85255550
Swankstalker 50006363
Tairor of the F-ckle 31841473
Tainted Wisdom 28752004
Takrimnos 44073688
Tactical Revolution 95818961
To the Chantier 46257416
Temple of Skulls 07323022
Tenderness 57935140
Terra the Rebel 63308047
The 13th Grave 00037884
The Bleeding Phantom Thief
24342670
The Bistre Butcher 7107816
The Cheerful Clown 41142615
The Dink 06944575
The Eye of Thor 348984160
The Eyes of Summoning Dragon
43973174
The Foul Sentinel 42629885
The Furious Sea King 18710707
The Immorta Thron 84923758
The Inexpensive Ship 81926809
The Ironswordsman of A le
25109595
The Regulation of Time 00296498
The Reliance Guardian 15400187
The Shadow Gaze 43428403
The Snake Harp 29451631
The Sand Saver 33751410
The Thing That Hides the Mud
18180767
The Unhappy Menace 51275027
The Wanderer Doomed 93788854
The Wicked Worm Beast 06285791
The Wizard Golem 79428464
Three-Legged Zombies 33734439
Thunder Dragon 37186299
Tiger Axe 49791927
Time Machine 80897666
Time Seal 55317103
Time Wizard 75125222
Toad 33878931
Toad 82003659
Toomozas 4845/3656
Toon 49587207
Toon Aligator 53383014
Toon Marmad 45658488
Toon Summoned Skull 81942653
Toon Wizard 15259/03
Torike 08081321
Total Defense Shogun 75372290
Toward 42488872
Trap Hole 04206564
Trap Master 46461247
Trent 78780140
Tribute to the Doomed 77827521
Tribute to the Doomed 77975961
Tribune Beast 45042349
Turtle Trick 37313488
Twin Long Rods #2 29862206
Twin Headed Fire Dragon 78984772
Twin Headed Thunder Dragon
54757875
Two-headed King Rex 94119374
Two-Mouth Darkstar 57305375
Two-Pronged Antacid 83887306
Tyhone 72482870
Tyhone #2 56789789
Typhon Relator 88765800
U Limate Ofter g 80604901
Umi 27200255
Umuuwa 82895923
Unknown Warrior of Red 9730116
Unlucky Dragon 93088879
Unlucky 07846915
Ushi On 48493053

Credits screen, enter any of the codes shown below. You will see the screen flash and hear a gunshot if entered correctly

999 Immuniton

L1, Triangle, Up, Down, Circle, Circle, Triangle, Square, Left, Triangle

Unlimited Health

L1, Triangle, Up, Down, Circle, Circle, Triangle, Square, Right, Square

One-Hit Kills with Firearms

L1, Triangle, Up, Down, Circle, Circle, Triangle, Square, Down, R1

Suicide Mode (NPCs are stronger)

Down, Down, Down, Triangle, Down, Down, Square, Left, Right

PEAR EFFECT 2: RETRO MELIX

Number Codes

To do these tricks, you must beat the game at least once. Then begin a new game and wait until the credits end. After that goes into the next room, move Hana forward until the view changes. You will see a control panel on the left side of the screen. Move up to the panel until you see the US Command appear. Press Triangle to access the panel. Once you do this, enter one of the following number codes to initiate these tricks

Huge Head

10397

Every Weapon

11892

Infinite Ammo

61166

FINAL FANTASY TACTICS

Get Cloud in Your Party

This trick starts in Chapter 4, which is fairly far into the game. In a Memory City, you will find an ancient robot. Even though you can't activate the robot, it is important, so be sure to remember it. After getting the robot, go to the Royal Capital and enter the bar. Ask for some information, you should earn about the Saint Dragon, and a hunter will ask to join your party. Recruit him and go to the Mining City. When you get there, help the Saint Dragon. You should be able to get the Aquarius Zodiac Stone there. Take the stone back to Machinery City and use it on the robot. Once it becomes functional, leave. On your way out, you should find another machine. You can't do anything with it just yet, but make sure to hold onto it. Leave the city and head for Verubus Temple. After fighting Wroder No. 7, the Saint Dragon will transform into a young girl and you will get the Cancer Zodiac Stone. Head back to Machinery City. Use the Cancer Zodiac Stone to activate the ancient machine. It will bring Cloud back from the future and he will join you. Now, find Aeris in one of the nearby towns and buy some flowers from her. She'll be attacked and Cloud will rush to the rescue. At the end of all this, Cloud will officially join your party.

GRAND THEFT AUTO: DIRECTOR'S CUT

Ultimate Cheat

Go to the Player Selection screen and press Square to rename your character. Delete the current name and put in HAROLDHAND. Once you do, your picture will be changed into a parrot. Now, you will get all levels, weapons, ammo, 9,999,990 points, no caps, armor, coordinates, and 99 lives!

GRAND THEFT AUTO 2

Player Name Codes

From the Main menu, access Play and then Player Name. Enter the name of your player as one of these codes for the results shown

No Police

LOSFEUS

10,000,000 Points

GRSCORE

Multiplier x5

HIGHFIVE

All Weapons

NAVARONE

Unlimited Energy

LVLONG

Most Wanted

DESIRE (Your Wanted level is maxed out. Everyone will be after you.)

Level Select

When asked to enter your player's name, put in ITSALLUP on the entry screen. Now you can choose your level.

LEGACY OF KAIN: SOUTHERN CROSS

Refill Health

Hold L1 and press Down, Circle, Up, Left, Up, Left

Next Level Health

Hold L1 and press Right, X, Left, Triangle, Up, Down

Maximum Health

Hold L1 and press Right, Circle, Down, Up, Down, Up

Refill Magic

Hold L1 and press Right, Right, Left, Triangle, Right, Down

Maximum Magic

Hold L1 and press Triangle, Right, Down, Right, Up, Triangle, Left

Pass Through Barriers

Hold L1 and press Down, Circle, Circle, Left, Right, Triangle, Up, Left

Wall Climbing

Hold L1 and press Triangle, Down, L2, Right, Up, Down

Nori Razi

Hold L1 and press Left, Circle, Up, Up, Down

Force

Hold L1 and press Left, Right, Circle, Left, Right, Left

Construct

Hold L1 and press Down, Up, Right, Right, Circle, Up, Up, Down

Force Glyph

Hold L1 and press Down, Left, Triangle, Down, Up

Stone Glyph

Hold L1 and press Down, Circle, Up, Left, Down, Right, Right

Sound Glyph

Hold L1 and press Right, Right, Down, Circle, Up, Up, Down

Water Glyph

Hold L1 and press Down, Circle, Up, Down, Right

Fire Glyph

Hold L1 and press Up, Up, Right, Up, Triangle, L2, Right

Sunlight Glyph

Hold L1 and press Left, Circle, Left, Right, Right, Up, Left

Shift at Any Time

Hold L1 and press Up, Down, Right, Right, Left, Circle, Right, Left, Down

MEDAL OF HONOR

Machine Codes

Each of these codes will make the Enigma flash green to confirm correct entry.

Captain Dye Mode

Go to the Enigma machine before starting a new game. Enter CAPTAINDYE into the machine.

While this mode is turned on, your

amount of health is consistent in all levels within a mission. If you finish the game in this mode, you will unlock all the hidden multiplayer characters by winning the game's secret commendation!

Nirvy Multiplayer Power-ups

Go to the Enigma Machine before starting a new game. Enter DENNISMODE to turn on "Nirvy Multiplayer Powerups." Using this code adds an entirely new dimension to the multiplayer game.

American Movie Mode

Go to the Enigma machine before starting a new game. Enter SPRECHEN to turn on American Movie mode. With this code, the Germans will speak to you in English (much like a terrible American movie).

Unlock Col Müller

Go to the Enigma machine before starting a new game. Enter BIGFAMIN. This unlocks the character Col Müller in My player menu.

Machine Codes

From the options, choose Password and enter any of these codes into the Enigma machine.

Unlimited Ammo

BADCPHSHOW

4x Firing Rate

GOSDOPPO

Reflecting Shots

GOBLUE

Unlock William Shakespeare in Multiplayer

PAYBACK

Unlock Winston Churchill in Multiplayer

FNESTHOUR

Unlock the Raptor in Multiplayer

SFPCBCRG

Machine Codes

From the Options screen, choose Password, then enter any of these codes into the Enigma machine. These codes work in Multiplayer mode.

Unlock Wolfgang

GOBLUP

Unlock Bismarck

WOOFWOOD

Unlock Otto

HERZOMBIE

Unlock Moah

BEACHBALL

Unlock Von Braun

ROCKIMAN

Codes Unlocked on the Gallery Screen

Unlock the Making of Level 1 (History)

INVASION

Unlock the Making of Level 2 (History)

BIGGREGA

Unlock the Making of Level 3 (History)

DASBOOT

Unlock the Making of Level 4 (History)

STLKA

Unlock the Making of Level 5 (History)

KOMET

Unlock the Making of Level 6 and 7 (History)

TWOXISIXTWO

Unlock the Making of Level 8 (History)

VICTORYDAY

Pictures of the Development Team

DMVIMHTEAM

Secret Photo Gallery of Staff

DWAGALLERY

L. Henson Picture

COOLCHICK

A. Jones Picture

AIRJULES

Mission Log Codes

For the next two codes, load a saved game, enter the password, then highlight Mission Log and go to any previous stages. Turn on the options in the Secret Codes screen.

Unleash Murphy Mode (Invincibility)

MOSTMEDALS

Wire Frames

TRACERON

MEDAL OF HONOR UNDERGROUND

Password Codes

At the Main menu screen, choose Options. Access the Passwords screen and put in these codes for the results shown. Once these passwords are in, choose Secret Codes from the Options screen to activate them. The codes will work in levels you've already completed.

Invincibility

PUSSANCE

Quadruple Firing Rate

BALLESVITE

Bouncing Bullets

RICOCHET

Podocsi Mode (One-hit kills for enemies and you)

LATREISS

Wacky Taxi (one minute to kill each enemy you come across)

AUTODINGUO

Ultimate Cheat

First, put in ENTREZVOUS and press the Send key. Enter the Password screen again, enter PORTECLEFS as your code, and press Send. Everything will now be opened on the Secret Codes screen.

Cartoon Sketch Pictures

MOHDESSINS

Dreamworks Pictures

DWEGRANS

Team Pictures

MOHCOUQUE

Parzenkramer Unleashed

Mission

At the Main Menu screen, choose Options. Access the Passwords screen, put in ENTREZVOUS, and press Send. Enter the Password screen again, put in LEMONSTRE for the code, and press Send. Now, go to the Save, Load, and Records screen and access the Mission Log. You will see the Parzenkramer Unleashed mission available on the bottom of the screen.

MEDIEVAL II

Cheats Menu

Press Start to pause the game, then press and hold the L2 button. While holding it, press Triangle, Circle, Triangle, Circle, Circle, Triangle, Left, Circle, Up, Down, Right, Circle, Left, Triangle, Right, Circle, Left, Left. Cheats will appear at the bottom of the Pause menu. Access this new option to receive Damage Rate, Frustration, Darnhand Ability, Levels Open, and Head Size. You'll also open options that add health, money, and weapons!

R-TYPE DELTA

BUTTON Codes

To maximize your weapons at any time during the game, press Start to pause and then hold L2. Now, enter the codes below. Before using the power-up codes, make sure you have a Force Pod. If you want the Force Pod at any time, do the code for All Force Power followed by any of the power-up codes.

All Force Power

Left, Right, Up, Down, Right, Left, Up, Down, Triangle

Red Power-Up

Left, Right, Up, Down, Right, Left, Up, Down, Square

Blue Power-Up

Left, Right, Up, Down, Right, Left, Up, Down, X

Yellow Power-Up

Left, Right, Up, Down, Right, Left, Up, Down, Circle

Level Select

Use the bombs more than 10,000 times

Nine Credits

Play more than three hours of gameplay

Free Play Mode

Gain more than six hours of gameplay

Power Armor

Beat the game on Human or a higher difficulty setting, or play the game more than 100 times

STREET FIGHTER ALPHA 3

Battle Shin Akuma

You must first open up Final Battle mode by beating the game on difficulty 7 or 8. Once you do this, select Final Battle mode from the Main Menu screen. On the Character Select screen, press and hold L1 + L2 and cross your lighter. Keep holding it until the VS screen appears. You will then see Shin Akuma. Now, your Final Battle fight will be with Shin Akuma instead of M. Bison!

TENCHU: STEALTH ASSASSINS

Debut Menu

While playing the game, press the Start button to pause. While the game is paused, hold L1 + R2. While holding L1 and R2 press Up, Triangle, Down, X, Left, Square, Right, Circle, Next, release L1 and R2, and then press L1, L2, and R2. Now, press Start and immediately press L2 + R2 at the same time. If you do this correctly, a blue screen will appear and options such as Stage Select, Changed Items, Layout Enemy, etc., will become available.

TENCHU 2: BIRTH OF THE STEALTH ASSASSINS

Unlock Every Stage

From the Stage Select screen, hold Square + Circle + Select. While holding these buttons, press Right, Right, Right, Up, Left, Down, R2. Release all buttons.

Unlock All Items

On the Items screen, press Square, Square, Square, Circle, Square, Circle, Circle, Left, Up, Down, Right, R2, R2.

Increase All Inventory Items by 1

On the Items screen, hold Square+R1. While holding these buttons, press Right, Down, Left, Up. Repeat this code to get up to 99 of any item.

Regain Energy

Pause the game during play and hold Square. While holding Square, press Left, Right, Up, Down. Then let go of Square. Your game will continue with a 100 percent full bar.

Unlock Tatsunaru

From the Stage Select screen, hold Square+Circle. While holding these buttons, press R1, R2, L2, L1, Up, Down, Left, Right, Select.



FAN CLUB

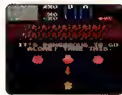
Creative endeavors! Blatherings! Other fun stuff!

Top 10 NES Games in Animal Crossing

Many will argue that these classics make *AC* worth playing. Here's the best of the bunch.

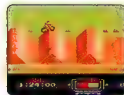
1 THE LEGEND OF ZELDA

What can we say? It's *Zelda*. It's a classic. There's no better complement to *The Wind Waker* than playing through Link's first adventure.



6 EXCITEBIKE

This game had us wanting to be motocross champions back in the NES days. It still does, actually. We also love making our own tracks.



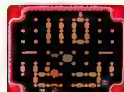
2 PUNCH-OUT!!

Mike Tyson may not be in this version of the game, but it's still one of the best NES titles ever. It even holds up exceptionally well today.



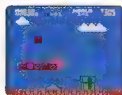
7 CLU CLU LAND

Clu Clu Land (and *Clu Clu Land D*) are bizarre action/puzzle games that very few people originally played. Try 'em now—they're fun.



3 SUPER MARIO BROS.

We've all played through *Super Mario Bros.* about a million times, but for some reason, we just can't stop. Find that Minus World!



8 PINBALL

You can't go wrong with a videogame version of pinball, and this one is still pretty good. Look for Mario's cameo in the bonus round.



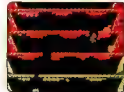
4 DONKEY KONG

The game that put Nintendo on the map stars a giant monkey (ape, whatever!) Too bad it's still missing a stage from the arcade version.



9 ICE CLIMBER

Everyone forgot about the Ice Climbers until their *Super Smash Bros. Melee* appearance. This is where they got their start.



5 DONKEY KONG JR.

Mario is a bad guy? In *DK Jr.*, yes. Give this game a play to find out just how much Rare's *Diddy Kong* sucks in comparison.



10 BALLOON FIGHT

OK, so *Balloon Fight* is just a blatant rip-off of the arcade classic *Joust*, but it's still a Nintendo classic. Try it with two players.

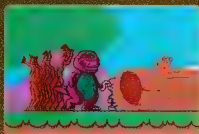


Old games that stink it up!

BARNEY'S HIDE AND SEEK (GENESIS)—1993

The name says it all. This is a hide-and-seek simulator starring that freakish purple dinosaur you love to hate, Barney. In this "game," Barney lumbers across a happy, bouncy landscape looking behind trees, rocks, and other such obstacles to find hiding children. Now, the game explains to us that the kids are simply playing hide-and-seek with Barney, but we know the truth—these

children are hiding in fear. They know that if the beast catches them, horrible, unspeakable things will happen to them. Perhaps *Barney's Hide and Seek's* strangest aspect is that it begins playing itself if you don't do anything. Just let the game sit there and the purple people eater begins hunting down prey on its own. Truly the most terrifying use of artificial intelligence.



■ THE GAMENOW GAL

We've gotten so many letters telling us Carrie and Nicolai are hot, we had to add them to this list.

■ WWW.GENIEGIRL.COM

The official home of Shantae, one of the excellent (and criminally overlooked) Game Boy Color games named after her.

■ GTO — GREAT TEACHER ONIZUKA

GTO is one of the best anime/manga series we've seen in a long time. We wish we had teachers like Onizuka when we were in school. "I'm in the coolest class in the high."

■ MARSHMALLOW PEEPS

The single best Easter egg game we've ever played. We love Peeps!

■ THE GAMENOW GUYS

Why do the guys get all the love? So far, Andrew's the only guy to get a complimentary letter about his hunky looks. Are we really that ugly a bunch?

■ DISEASE

There's been a lot of sickness spreading around the *GameNOW* offices lately. Or maybe that's just everybody's excuse to stay home from work...

■ BUFFY BEING CANCELLED

Apparently, Sarah Michelle Gellar doesn't want to play Buffy anymore, so the show has been cancelled. And though that may truly suck, at least they didn't try to hire another actress to play Buffy...although we hear Kristy Swanson needs work.

GAMERDEX

We've discovered many types of gamers out in the wild. Which one are you?



Illustration by Cain Adams

Bargain Gamer

Mainstream Systems of Choice:
PS2, Xbox, or PC—never more than one

Hardcore Systems of Choice:
PS1 or DC—again, only one

Habitat:
Game stores' pre-owned section

Greatest Ally:
Rental Gamer

Fiercest Enemy:
Elitist Gamer

Mating Call:
"So, how much trade-in credit do I get for these?"

Diet:
Mall Chinese food, deluxe pretzels

Fondest Memory:
Finding a new copy of a game cheaper than a used copy of

the same game at another store

(Die)volves Into:
Hong Kong Pirate-Booze

Dreaming of:
A new console priced at \$99 with all games under \$29

Rarity:
Common

The Bargain Gamer was found by KJ Simpson of Stone Mountain, Georgia—Bargain Gamer strikes!

FIND 'EM ALL!!

Have you discovered a new type of gamer? Are you it? Send us your picture and a description of the gamer—if it's the first of its kind, we'll enter it into our Gamerdex for posterity. Send all entries to Game_Now@ziffdavis.com with the subject line, "Gamerdex."

GAMING EVOLUTION

Games and characters that have endured through time

BONK (1990-1996)



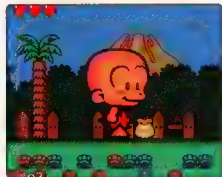
IN THE BEGINNING

Bonk's Adventure (1990)—TurboGrafx-16
This plucky little caveman with the large head became the mascot for NEC's wonderful but ill-fated TurboGrafx-16 system. Bonk's humorous enemies and powerful head-butt attack made this one of the better platformers of the time.



GROWING UP

Bonk 3: Bonk's Big Adventure (1993)—TurboGrafx-16
Bonk grew up—literally—in this game. By collecting a special power-up, he would grow to a tremendous size. Another power-up would shrink him into a wee little caveman. *Bonk 3* came out for TG-16 on both cartridge and CD.



LAST HURRAH

Saturn Bomberman (1997)—Saturn
Poor Bonk. Such a great character, and his final appearance is a cameo as a playable character in *Saturn Bomberman*. Sure, *Saturn Bomberman* is one of the best multiplayer games ever made, but Bonk deserved a final game of his own.



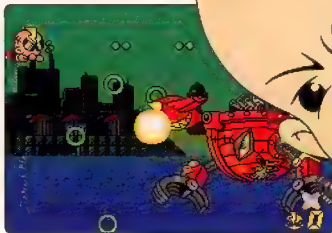
MOST EMBARRASSING MOMENTS

Air Zonk (1992)—TurboGrafx-16 and Bonk RPG (Never Released)—

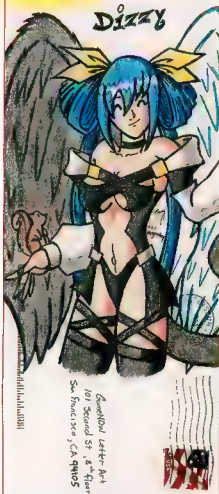


TurboGrafx-16
Bonk must have done something right, as he really doesn't have much in the way of embarrassing moments. Still, you can't ignore *Air Zonk*. In this ridiculous game, Bonk builds a robot named Zonk (who looks like

Bonk in an '80s punk-rock outfit) and sends him into the future to fight evil. What? It's a decent game, but we can't buy that story. Then there's the never-completed Bonk RPG, which exists only in a few grainy screenshots.



FIRST PLACE



Guy All
Clearwater, FL

FAN LETTER ART

Where a little creativity and a stamp can make you famous!

Send your letter art submission to: GameNOW Letter Art, 101 Second St., 8th Floor, San Francisco, CA 94105. (Please use a #10 envelope—that's the long kind.) All entries become the property of 2D Inc. and will not be returned.



2ND PLACE
Ivan Mader
Madison, AL



3RD PLACE
Gilbert Soto
Brentwood, NY

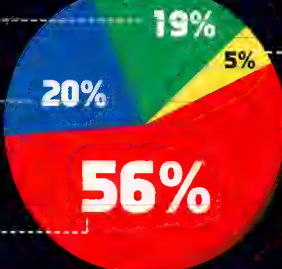
OPINION POLL

Who's the biggest, baddest, video game boss?

Sonny Forelli
(Grand Theft Auto:
Vice City)

Salvatore Leone
(Grand Theft
Auto III)

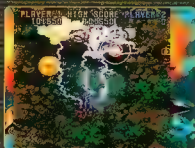
Tom Nook
(Animal Crossing)



Charlie Jolson
(The Getaway)

Be sure to log on
to the GameNOW
message boards
at Gamers.com to
cast your vote in
the next poll!

\$10 Treasures



GEKIOH: SHOOTING KING—PS1

Sure, U.S. gamers are lucky enough to see *Ikaruga's* release, but sadly, precious few shooting games make it to this part of the world. That's why it's nice to see *Matsume* release this exciting little shooter at the low, low price of \$10.

What really sets *Gekioh* apart, though, is the variety of crazy bonus modes. Wanna play as if the game is running on a 1930s film projector? You got it. Or maybe you've always wanted a videogame with a laugh track. You can have that, too. Pocket mode emulates what *Gekioh* would look like if it were made for Sony's Japan-only PocketStation (a PS1 memory card that had an LCD screen, like the Dreamcast's VMU).

There's plenty more modes, too, so you'll definitely get your money's worth with *Gekioh*.



SUPER LUCKY IMPORTS

Game Boy Advance SP—Pearl White Edition

By now, we all know Game Boy Advance SP is cool, but the pearl-white version of SP is both cool and rare. This limited-edition system (released on February 14) was available only at a couple of exclusive retailers in Japan, including 7-11. (Yes, Japanese 7-11 stores sell videogames—how cool is that?)

In addition to getting the pearl-colored system (it's kind of a shiny white—very classy-looking), you also get the GBA SP recharger/AC adapter, a copy of *Final Fantasy Tactics Advance*, a FFTA SP carrying pouch, and a FFTA strap to attach to the system.

Since this is a hard-to-find system, expect to pay more for it than you would for a standard GBA SP. Your best bet is to visit import shops. We got ours at Upstate Games (www.upstategames.com).



If you bought all these games, it would cost about **\$270.**

WHY NOT TRY THEM ALL FIRST IN THIS MONTH'S ISSUE FOR LESS THAN \$10?



PLAYABLE DEMOS

- AMPLITUDE
- ATV OFFROAD FURY 2
- NCAA FINAL FOUR 2003
- RAYMAN 3: HOODLUM HAVOC
- WWE SMACKDOWN: SHUT YOUR MOUTH
- ZAPPER

APRIL ISSUE ON SALE NOW

DISC 67 PRESENTED BY
OFFICIAL U.S. PLAYSTATION
MAGAZINE AND PLAYSTATION
UNDERGROUND

PlayStation
MAGAZINE

REPLAY

DISNEY'S TREASURE PLANET
DR. MUTO
GRAND THEFT AUTO III
MIKE TYSON HEAVYWEIGHT BOXING
SKYGUNNER
TONY HAWK'S PRO SKATER 4

INSIDE THE GAME

EVERQUEST ONLINE ADVENTURES
RISE TO HONOR

VIDEOS

hack//INFECTION
VEXX
SILENT HILL 3

EXTRAS

ON TOUR WITH KORN
ON TOUR AT NCAA FINAL FOUR
IN NEW ORLEANS
ON TOUR AT PANAMA CITY, FLORIDA
FOR SPRING BREAK 2003

EDITORIAL

Editor-in-Chief Tony Byron
Managing Editor Carrie Shepherd
Associate Editors Ethan Einhorn, Miguel Lopez, Phil Theobald, Sushi-X
News Editor Scott Steinberg
Contributors Chris Baker, Darren Gladstone, Jeff Green, Chris Johnston, Dan Leahy, Thierry Nguyen, Greg Orlando, Greg Sawart, Gary Stainman, Gerald Villoria, N. Walkland, Todd Zuniga

DESIGN

Senior Art Director Andrew Burwell
Associate Art Director Nicole Tanner
Contributor Colin Adams

COPY DESK

Copy Chief Kristen Salvatore
Copy Editors Tom Edwards, Greg Ford

PRODUCTION

Manufacturing Director Carlos Lugo
Senior Production Manager
 Anne Marie Miguil
Art Production Manager
 Michelle Kallong-Marcus
Production Manager Monica Brent
Assistant Production Manager Teresa Newson

2D GAME GROUP

Senior Vice President Dale Strang
Editorial Director John Davison
Creative Director Simon Cox
Business Director Cathy Bendoff
Group Circulation Director Tracy Schultz
Single Copy Sales Director Bob Kerekes
Internet and Partnership Mktg. Dir. Chris Wilkes

SUBSCRIPTION SERVICE

Subscription Service 800-895-9571
E-mail subselp@gameonmag.com
Website <http://service.gameonmag.com>

ADVERTISING SALES

2D Game Group
 101 Second Street, 8th Floor
 San Francisco, CA 94105
 Phone: 415-547-8783 • Fax: 415-547-8777
Group Publisher
 Lee Umacke 415-357-4910
Group Associate Publisher
 Stan Taigen 415-357-4915
West Regional Sales Manager
 Marci Yamaguchi 415-357-4944
Account Executive
 Amy Melton 415-547-8780
Dry Area District Sales Representative
 Mary Gray 415-547-3782
Account Executive
 Aaron Ballion 415-357-4925
Midwest Regional Sales Manager
 Marc Callison 630-810-4095
Account Executive
 Candace Droz 415-357-4920
East Regional Sales Manager
 Ian Sinclair 203-255-5795
Account Executive
 Mary Letson 415-357-5226
Southwest District Sales Manager
 Julie Knapp 310-379-4313
Account Executive
 Emily Olman 415-547-8781
Online Sales
 Bill Young 415-547-8453
Marketing Director Ray Leida 415-547-8775
Marketing Coordinator Wayne Shiu 415-547-8248
Senior Advertising Coordinator
 Tipter Ubbelohde 415-357-4530
Senior Sales Assistant
 Kristeen R. Laut 415-547-8776
Sales Assistant
 Amanda Nelson 415-547-8783



NEXT MONTH

A look at upcoming Ziff Davis publications



GAMENOW

June 2003, on sale May 20

15th

Happy Birthday, Mega Man!

Can you believe it's been 15 years since the venerable Mega Man's debut? Fifteen years. 1988. That was when the World Wide Internet was invented—or the phone, we're not sure. But we are sure that our special coverage of Mega Man's anniversary and return to gaming will be unmatched. GameNOW's resident Mega Man fanboy, Phil Theobald, is seeing to that. Be there.

■ It's Raining PCs—Hallelujah!

Our June Hot 10 reviews will include four—count 'em, four—PC titles: *Counter-Strike: Condition Zero*, *Homeworld 2*, *WarCraft III: The Frozen Throne*, and *Star Trek Voyager: Elite Force II*. Ah, when it rains, it pours. You lucky ducks.

■ Strategies Galore

June is Exploratory Surgery month at GameNOW, and we've got four potential biggies on the strategy examination table: *Castlevania: Aria of Sorrow*, *Primal*, *Splinter Cell* (PS2), and *Wolverine's Revenge*.

■ Plus other surprises and fun stuff from the folks who brought you the light bulb and indoor plumbing



COMPUTER GAMING WORLD



ON SALE MAY 6

Chicken Shack
 OK, so there's no game called *Chicken Shack*, but we're sworn to secrecy about what this really is. Suffice it to say that it's the long-awaited sequel to one of the best PC games ever made. Don't miss the preview of the game we've all been waiting for.

Also Featured:

- Dous Ex 2
- Grand Theft Auto III: Vice City
- Rainbow Six: Raven Shield

ELECTRONIC GAMING MONTHLY



ON SALE MAY 6

Rogue Leader: Rogue Squadron III
 Set a course for the unsucky side of the *Star Wars* galaxy, *Episode III: Rogue Squadron III* lets you relive more of the finest moments from the classic trilogy

Also Featured:

- Midnight Club II (PS2, Xbox)
- Full Throttle II (PS2)
- Omusha 3 (PS2)
- Lost Kingdoms II (GC)
- Spy Hunter 2 (PS2, GC, Xbox)

PSYCHOLOGICAL

PlayStation



ON SALE MAY 13

Revealed
 OPM's got the exclusive scoop on a dazzling new Navy SEALs game. Don't be the only kid on your block to miss it! Plus: A massive preview section covering anything and everything at this year's E3 show

Also Featured:

- Auto Modellista reviewed
- Are games art?
- The only playable PS2 demo DVD!

GameNOW is a 100% owned subsidiary of Ziff Davis Media Inc., 25 East 28th Street, New York, New York 10016. POSTMASTER: Send address changes to GameNOW P.O. Box 53370, Boulder, CO 80522-3370. For editorial changes, please contact the Editor-in-Chief at 415-547-8783. For subscription service, please contact the Subscription Service at 800-895-9571. For advertising, please contact the Advertising Sales Manager at 415-547-8783. For circulation, please contact the Circulation Director at 415-357-4910. For legal, please contact the Legal Counsel at 415-547-8783. For general information, please contact the General Manager at 415-547-8783. For advertising, please contact the Advertising Sales Manager at 415-547-8783. For circulation, please contact the Circulation Director at 415-357-4910. For legal, please contact the Legal Counsel at 415-547-8783. For general information, please contact the General Manager at 415-547-8783.



no arms. no legs. huge features.

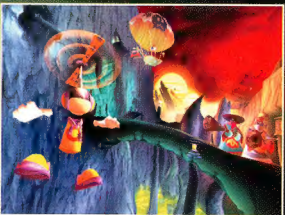


PlayStation®2



GAME BOY ADVANCE

©2003 Ubi Soft Entertainment. All Rights Reserved. Ubi Soft and the Ubi Soft logo are trademarks of Ubi Soft Entertainment in the U.S. and/or other countries. Rayman is a registered trademark of Ubi Soft Entertainment. Microsoft, Xbox, and the Xbox Logos are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or in other countries and are used under license from Microsoft. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. TM, ©, Game Boy Advance, and the Nintendo GameCube logo are trademarks of Nintendo.



PLUNGE into 56 **ENORMOUS** levels and **WHIP OUT** all new powers & gear like the **Heavy Metal Fist** and **LockJaw** to battle the **GARGANTUAN Hoodlum Army** led by **MASSIVE** transforming bosses.

Rayman 3

HOODLUM HAVOC

Official trailer
featuring "Madder"
by Groove Armada,
courtesy of Jive Records.



Violence
Comic Mischief



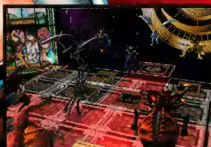
Enter to win a trip to Jamaica at:
www.rayman3.com



INCLUDES
**THREE LIMITED EDITION
OFFICIAL GAME CARDS**



2 unique campaigns to
undertake in the quest for
the **Legendary Rose Cards**



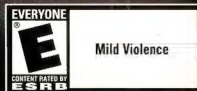
See full 3D versions of over 850
cards battle on the **Duel Field**



Card Movement Battle
System introduces new and
more advanced strategies

The Fate of the World is in Your Hands

The balance of power is at stake. Will you choose to side with Yugi to reclaim the throne of England or join Seto in his attempts of world domination? The creation of your deck is more important than ever with the addition of all-new 3D battle systems, enhanced fusion and effect systems, and dozens of dueling locations. The most advanced Yu-Gi-Oh! game ever comes to the PlayStation®2 computer entertainment system!



www.konami.com/usa

PlayStation 2



© 1996 KAZUKI TAKAHASHI

Konami and "The Duelists of the Roses" are trademarks or registered trademarks of KONAMI CORPORATION. ©2003 KONAMI CORPORATION. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. All rights reserved.

Made with love by

RETROMAGS

Our goal is to preserve classic video game magazines so that they are not lost permanently.

People interested in helping out in any capacity, please visit us at retromags.com.

No profit is made from these scans, nor do we offer anything available from the publishers themselves.

If you come across anyone selling releases from this site, please do not support them and do let us know.

Thank you!